

# N64 Gamer

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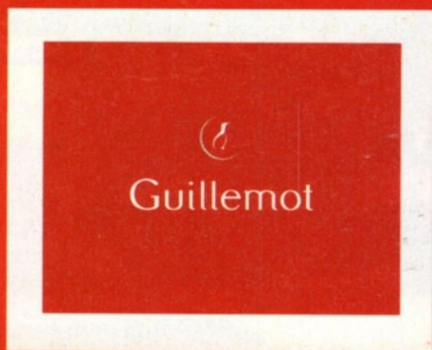
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# Gamers A Fun Happy New Year!



Race 32/64



Memory 64 DLX 1MB

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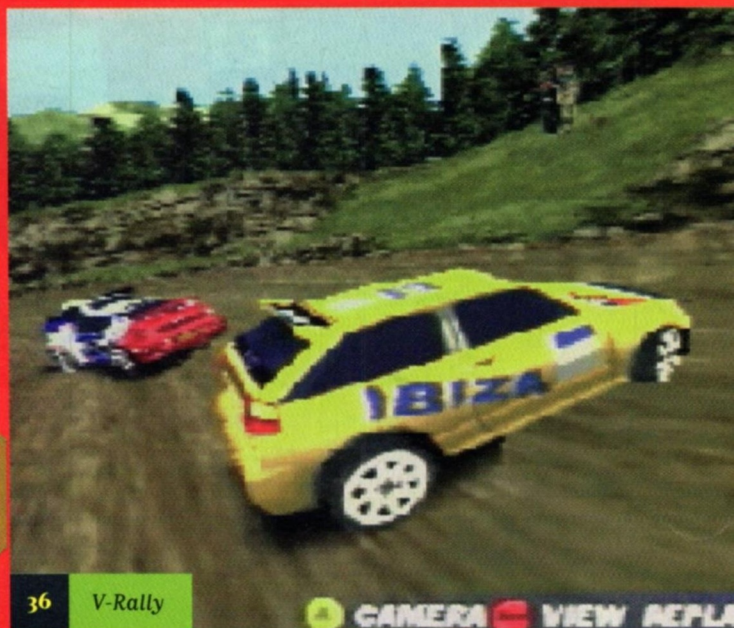
Shock Pack





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S.C.A.R.S.



Bust A Move 3

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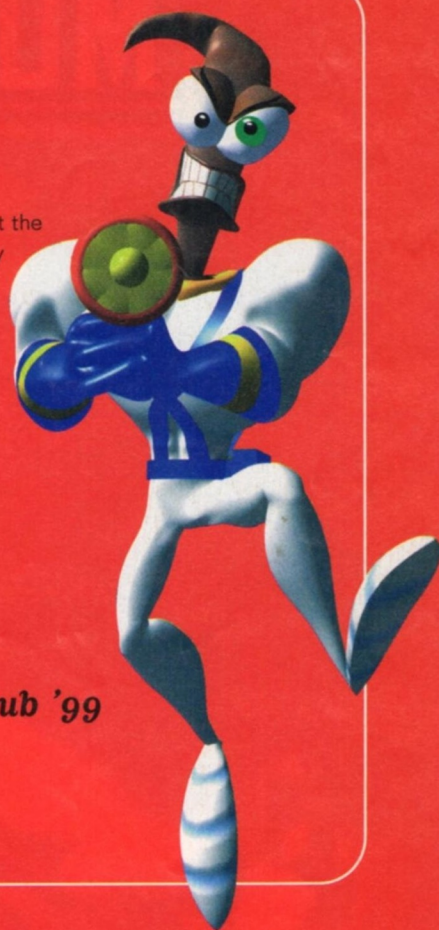
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# MORTAL KOMBAT



- Gruesome 3D combat
- 15 Characters + 3 hidden characters
- All new fatalities
- Real time 3D cut scenes
- Awesome weapons & combo's

Darkness  
is calling.





# Memory.

**B**elieve it or not, the increase of memory in a console, or PC, will result in a substantial improvement in the unit's graphic and sound abilities.



For example, the same thing could be said about humans who have half a brain. Robert Garcia is one such individual who, after the many years of violent blows to his cranial region, has suffered an immense loss of brain matter. In short - his engine's not running with all cylinders firing, he's a few cans short of a six pack, his lights are on but nobody's home. Because of Robert's unfortunate lack of memory-retaining brain matter it's hard to have a conversation with him that doesn't revolve around violence. Furthermore, it's quite hard for Robert to perform two tasks simultaneously, like walking and talking, and it's hard to teach Robert new abilities or to get him to work faster or more efficiently as he lacks the extra brainpower that most of us take for granted.

There is the hope that one day, after they perfect transplants of pig organs to humans, that Robert may regain some intellect through a new upgrade/transplant of sorts, which may result in a more efficient human being who does a little more than 'punch, kick 'n' kill'.

So too, the addition of an extra 4 megabytes of ram will help the Nintendo 64 reach new heights in graphics and audio performance that it was previously unable to attain.

Anyway, even with his vastly reduced intellect, Robert can still throw one hell of a punch, so I'll be off now to make sure that my medical and life insurance are paid up in full.

*Stephen O'Leary.*

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Printed by: Wilke Color

Separations by: Wilke Color

Distribution by: NDD Ph: 9353 9911

All Copyrights reserved by  
Next Publishing Pty Ltd

ACN 002 647 645  
ISSN 1320-7458

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## FUTURISTIC TANK COMBAT BLASTS ONTO THE N64



DMA DESIGN ARE CURRENTLY working on a 3D action game that lets you roam around alien worlds in high powered battletanks. The idea behind the game is that some dumb ass military dudes programmed a range of tanks that were so intelligent that they got sick of taking orders from humans and decided to kill everyone. Years later, now that



the planet's human population is extinct, a new breed of artificial life roams the planet that is now called: Wild Metal Country. The planet got this cheesy name because the tanks have evolved into a number of different species that mimic animals. There are bull tanks that move slowly but pack huge firepower, leopard tanks that are capable of great speeds and even firefly tanks that are equipped with huge fans that let them hover in the sky. You take the role of one of the human soldiers that are using specially designed tanks to infiltrate the Wild Metal Country and re-take it for humanity. Your mission is pretty



simple: you have to seek and destroy the power cores that support the tank-life and shoot the crap out of anything that gets in your way. To help you with this your tank is equipped with a range of hi-tech weaponry. There's standard stuff like turret guns and homing missiles but there are also sneaky things like bouncing mines and a teleport shot that swaps positions with you and the tank you just shot. There's even a nasty magnetic mine that will sit there in the dust until a tank gets close enough for it to attach itself and blow it to smithereens. The



Artificial Intelligence of the enemy tanks has been realistically programmed so that they will mimic human players. They will learn from your strategies and they will also make the occasional stuff up, just like a human player. Unfortunately, DMA Design have not confirmed whether or not the game will feature a multiplayer game but the tank action sure would be fun with three friends. Look for this game in early '99.



## VIGILANTE DEATHMATCHING FOR ALL



Those N64 owners who also have Playstations might remember a great game that came out just after the launch of the Playstation, called *Twisted Metal*. The object in this game was merely to destroy other cars with the huge arsenal of weapons you carried around on the back of your trusty V8 supercar. Call it driving madness, urban warfare, or whatever, but the idea of simply driving around and blasting everything to bits with your weapons-based vehicle ensured that the similar game, *Vigilante 8*, was also a success when it launched on the Playstation recently. Now a N64 version is in the works, and the original programmers behind the Playstation version have gone one better than their previous effort and included a multiplayer mode where up to four players can go head to head in deathmatch madness.

All cars have their own unique weapons, like 20 mm rotary cannons, death laser rays, explosive tyres, rocket launchers, mortar cannons, and even a swarm of mutant killer bees! Needless to say, the action is thick and fast, and with four players blowing the hell out of each other and everything else on-screen *Vigilante 8* can be said



to be one of the most action packed multiplayer games on the N64. This single player game is just as intense, as you have the option of picking a good or evil side in the game. If you choose the good side you'll have to protect installations from the roaming Mad Max-style vigilantes who only have one thing on their mind - total annihilation of everything. In this game you'll be up against many rocket-wielding maniacs, so the odds are stacked against you. If you choose the

evil side though, you have to get past the good guys and trash their home base while dodging missiles and killer bees yourself! Hopefully the game's multiplayer mode will also include a team-based aspect to it, rather than just a straight out free-for-all killing festival. Expect to see the game hit the shelves in March next year!



Watch  
This  
Step...



## SHORT 'N' SWEET



These are the latest shots of Quake 2 for the N64. The game is looking better than we expected, with polygonal enemies looking very faithful to the PC original. Expect a full preview next issue.

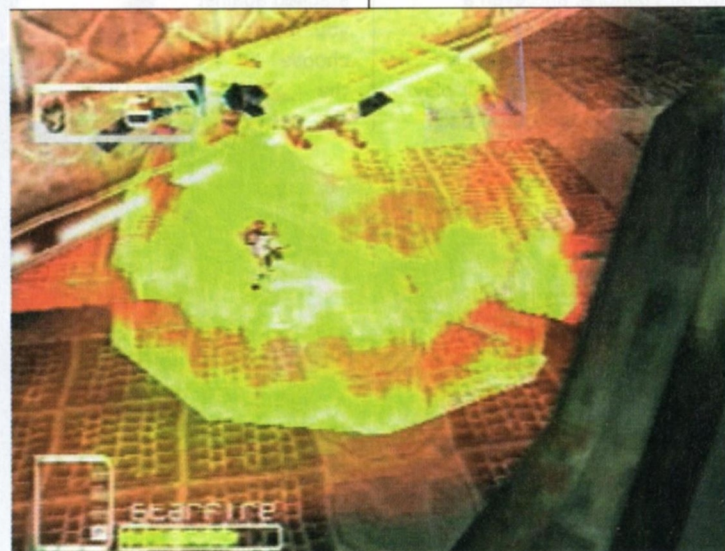


## THE N64 GETS ASSAULTED



Konami's Contra series has always been a favourite amongst shooting fans. Each game contained the perfect mixture of frantic action, hi-tech weapons and insane body counts. The good news is that while we wait for Contra's N64 debut we can wet our appetites with Midway's new shooter. Assault is an action packed side-scrolling shooter that spans across many alien worlds packed with hordes of vicious monsters. In fact there are so many monsters swarming over these alien worlds that it's obvious the programmers were big fans of the movie Starship Troopers. The storyline is non-

existent but who really cares? This game is about action and there's plenty of it. Your soldier comes armed with a range of futuristic weapons but it's good to see that the game also has old favourites like flame-throwers and rocket launchers. Graphically this game has put the most effort into special effects. When the weapons explode they send out huge, transparent clouds of fire that put Turok's to shame and the aliens bite the bullet in a number of impressively gruesome ways. Shooting fans will be able to get a good fix of blasting action when this game is released early next year.





## DRAG OFF YOUR FRIENDS ON THE N64!



It's time for all those petrol head loving owners of N64s to rejoice as Gremlin software are going to release a drag racing game for the N64.

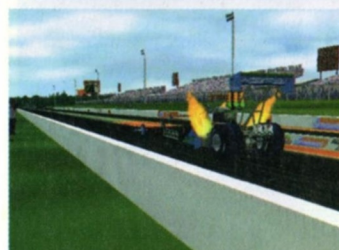
Ever wanted to drive a 6000 horse powered monster along a track reaching speeds in excess of 450 kms per hour? Well you can with this game, and if you stuff up and slam into the wall, causing the contents of your skull to paint the roadside a bright shade of red - don't worry, just hit the start button and try again!

NHRA Drag Racing is a full-on simulation of the sport that offers driving freaks the opportunity to tweak their car to their hearts content. The game uses a

dynamic 3D engine that captures the action from multiple angles, making sure you don't miss out on any aspect of your record breaking run. Spectacular crashes are also included in NHRA, with the worst of them causing you to wince while you look on and wonder how the hell a normal man could ever survive that collision.

Players get to race all the official drivers in the NHRA, so you can work your way up from a newcomer, obtain better sponsors and faster cars and finally challenge for the world title as the fastest man on four wheels! Lots of technique is needed though, so practice and skill will

surely be needed to succeed on the world circuit against the professional racers in this game. Look out for a full preview in an upcoming issue on what could be the most original and yet enjoyable racing game to come to the N64.



...Who  
Nose?



## SHORT 'N'SWEET



These latest shots of Rayman 2 show that the game could indeed be a competitor for Mario 64 as the best 3D platform game on the N64. Our spies tell us that the game is drop-dead gorgeous and runs at a very smooth frame-rate as well. Again, expect a preview next issue!



## LEGO KART 64?



These are the latest shots of Lego Racers for the N64. In its current state, Lego Racers looks a lot like Mario Kart, but it's unclear if the game will have a multiplayer mode or not. More news on this game next issue!



## IT'S BLACK BABY

Acclaim weren't about to be outdone by Zelda so they have also announced that they will be releasing Turok 2 as a special black cartridge. We managed to get our hands on pics of the cartridge and the dinosaur skin box-art. Feast your eyes and start counting the days until December 4th.







# coming soon for Gameboy **SILICON VALLEY**

It was towards the end of the year 3000 that the Space Station Silicon Valley wandered back into the solar system. The Silicon Valley project had been mankind's first attempt to produce intelligent, self replicating, evolving machines. Too dangerous to be conducted on Earth, huge orbiting Space Stations were created to house fabulously expensive new technology needed to grow robots. The flagship was named 'Silicon Valley'.

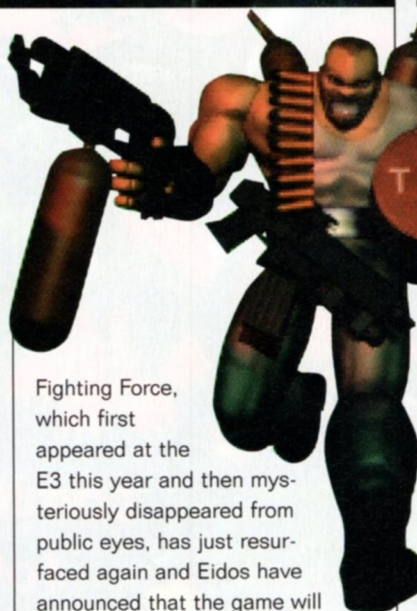
It was built in the year 2001 and, seven minutes after being launched, it vanished...



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## FIGHTING FORCE NEARS COMPLETION



Fighting Force, which first appeared at the E3 this year and then mysteriously disappeared from public eyes, has just resurfaced again and Eidos have announced that the game will be ready for a Christmas release.

Fighting Force is basically a Final Fight/Streets of Rage 3D beat 'em up with four different characters, all with different attacking moves, and a two player mode as well.

One of the best things about Fighting Force is that basically anything that appears on-screen can be used as a weapon to smash your opponents to buggery. Bats, clubs, rocks, tyres, poles, knives, rocket launchers- you name it! Pick anything up and it can be used as an offensive object for unoppeakably violent acts!

Aside from the weapons, each character has over 50 moves at

their disposal, from punches to flying kicks, which will give the game a greater amount of depth than what is usually found in this type of 3D beat 'em up.

All the fighting action takes place over 7 huge levels that consist of 25 different stages, like underground sewers and train stations to city streets and battles on the top floor of skyscrapers.

The game's graphic engine is smooth and fast, even when there are six different characters on-screen at once.

Overall, Fighting Force looks like welcome fighting action for

N64 owners, who, up to now, have had little of this type of action on their machine.

Hopefully Fighting Force will be a fighting maniac's dream when it's released this Christmas.





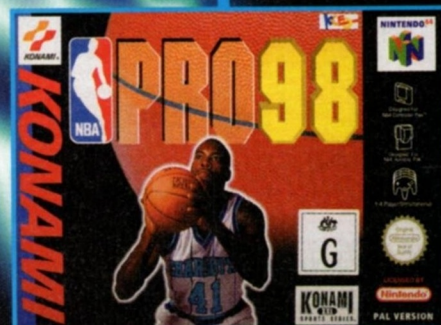


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# FEEL

# THE

# POWER

NINTENDO 64



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# REVOLT, YE WHO ARE TIRED OF BORING OLD RACING GAMES!



Anyone out there had any experience with radio controlled cars? If so, you'll know how much fun they are. Well, Acclaim, the guts behind Turok 2, are hard at work on a racing game named Revolt that features RC cars, much in the same vein as Codemaster's Micromachines.

As you'd expect, the cars find

themselves in environments that are way larger than they actually are. You'll race through lounge rooms, across dining room floors, and over tables. There are other tracks on the street, where you dodge cars, ride up sidewalks and jump potholes, tracks where you race on the roofs of apartment buildings and even tracks through

supermarkets where you race down aisle 5 before you slam into a stack of Special K.

The cars look exactly like real remote controlled vehicles, even down to the finer details like suspension on the buggies and small electric motors that are clearly visible from the car's rear. Thankfully, they also handle like real RC cars, as they'll roll over repeatedly after slamming into a corner only to immediately flip over and continue racing onwards.



There's a huge variety of cars available for selection and can be tuned to perform differently to each other. Graphically, Revolt looks one hell of an impressive game. Even at its early stage the game

supports lighting and reflective texturing allows you to see car's reflection it drives over highly polished marble or wooden floors. As it's

Acclaim, we can expect a brilliant racing game - no less, when Revolt is released early next year.





# Friday the 13th... Harvest time!



## HARVEST BODY HARVEST

Save the  
entire human  
race... If you can



AVAILABLE EVERYWHERE - FRIDAY 13th NOVEMBER





# Win a complete



Again Ubisoft have come to the party and supplied N64 Gamer with a huge giveaway pack for **15** lucky subscribers.

The first **5** lucky subscribers will win a Buck Bumble game, a trilogy pack containing: 1 joypad, 1 shockpad and 1 mem card, and a Buck Bumble water gun. The next **10** lucky subscribers will win a Buck Bumble game and a water gun.





# N64 games pack!

Subscribe to N64 Gamer and you'll receive the latest and greatest news, reviews and playguides for all the N64's games delivered right to your door. Don't forget that subscribing to N64 Gamer saves you money and a subscription makes an excellent Christmas gift!



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**N64 Gamer**



## Letter of the month

Winner of the letter of the month, Robert Birrell, picks up a Gamester N64 Rumble Steering Wheel. Keep those letters coming. Next month there's controllers and memory cards to be won.

64 DD LOVER, I AM NOT! I was reading my favourite section, the mail, when I discovered a whole page had been sent in just complaining about the 64 DD. Even your letter of the month revolved around having a go at the 64 for not bringing this "brilliant piece of technology" out. Well for all those people out there, I've got two words for you. WAKE UP! I know a lot of you will be sitting up, stretching and yawning. That's right, keep coming. What I don't understand is that the big carts used for games like Zelda and Turok 2 defeats the main advantage of the DD. Namely, larger games. Then there's the price: \$199. Imagine. It would be like buying the N64 all over again. Having some spare cash isn't going to hurt when it comes around to

Christmas time. Instead of buying the DD, you'll now be able to buy a couple of cool games. You won't have to waste all of your holidays begging your parents to buy them for you.

1. Why doesn't Robert Garcia show his face? Is it because if he does, the world will go mad and the earth will be blown to bits?
2. Can you please send me a free game. I can get you hooked up with the prettiest girl on earth. Honest. Wouldn't you like that?



### YOUR FAN, ROBERT.

I won't be shedding too many tears for the 64 DD either. Especially considering that the 4MB ram pak means that we get the extra ram without the expense of having to buy an add-on machine. Nintendo have definitely made the right choice to give gamers all the advantages of the 64 DD without the price. Three cheers for Nintendo.

1. No, the reason he doesn't show his face is that he was hideously scarred in a knife fight against 13 other guys. He won the fight but the sight of his face is so disgusting that no-one can look at him without puking their guts up.
2. Cool, if you can get me a date with Cameron Diaz then I might even send you two games!



Write in and we may give you the nude code for Goldeneye...

We don't print letters because they suck up. In fact, when we print a letter that wastes the first couple of lines sucking up, we cut it out because it gets pretty boring. Asking intelligent questions like yours are the best way to get printed.

1. It will have a deathmatch mode but there is no word yet about co-operative gameplay.
2. You betcha.
3. Yes, currently the word is that it will be 2D. However, details on this game are just rumours and anything could happen.
4. The story is that release dates always change. You just have to accept that games get delayed very often in this industry. When we reviewed it, July was the scheduled release date. Since then the game was pushed back a couple of months. The game is definitely for sale now so grab a copy.
5. Does Mario wear a hat? Of course it will.
6. I finished it over a couple of days.
7. It's possible but it looks unlikely at the moment.

### SICK PUPPY

What is the world coming to? What type of a society is it where videogames contain out of control violence and X-rated semi-clad women? I'll tell you what type of society it is, a great one, a fantastic one. This is what the N64 needs more of. I've got nothing against 'cutesy' games (I own and love Diddy Kong Racing). But games like Turok 2, Perfect Dark, Carmageddon and Quake 2 are what I'm really looking forward to. I also think that the people who rate the games are way too harsh. I can't believe they gave Goldeneye a MA 15+ rating. It's nowhere near as violent as "M" rated movies and it doesn't have any of the offensive language or steamy sex-scenes. But maybe it should?

### THE CHOSEN ONE

You're right about the ratings being much stricter for games. It's because the people in charge don't know enough about computer games, so they foolishly believe that they have a greater influence on behaviour than movies. This is why games like 'Night Trap' were given 'R' ratings and nearly banned because they had some b-grade video of vampires draining people's blood. If the

### Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 gamer magazine at, **N64 Gamer Magazine** 78 Renwick st Redfern, NSW 1616 or email: N64gamer@next.com.au The best letter each month wins a free subscription for 6 months, so step to it with your ideas and thoughts.

We are also looking for reader art to fill these pages, so if you're looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts!

### NO FUSS QUESTIONS

I have nothing to crap on about like all those other letters that suck up just so you'll print their letters. So here they are!

1. Will Rogue Squadron have co-op or death match options?
2. If the 64 DD is not released, will Mario 2 be released on cart?
3. Is it true that Donkey Kong Country 64 will be side scrolling? If so I will be bitterly disappointed in Rare.
4. I really want a copy of WWF Warzone. When you reviewed it you said the release date was JULY. It's now September and I

can't find any copies. What's the story?

5. Will Perfect Dark be multiplayer?
6. How many hours did it take you to finish Banjo?
7. Will Jet Force Gemini and Conker's Quest be released before the end of the year?

JUPAC, SYDNEY



Jet Force and Conkers probably won't make it 'till early next year



same footage was used in a movie it would have only received an "M" rating. Personally, I think that children are much more likely to copy something they see in a movie or on television than in a computer game. I mean honestly, how many kids have you seen shout "Mumma Mia" and try to do a triple jump? As for your x-rated scenes idea - I wouldn't expect to see Bond getting it on with Natalia any time soon.

#### ZELDA FREAK

I'm happy with the general state of Nintendo gaming at the moment. 2nd generation software is appearing and more and more 3rd party developers are coming out of hiding. But all is not perfect in the land of Nintendo. Their release schedules are plagued with massive delays. If Zelda is delayed one more time I'll chuck a total spak, which I'll probably regret later in my padded cell. What I can't understand is why delay a game that is already perfect? The programmers must be really cruel to keep delaying it. Banjo-Kazooie looks just as fab as Zelda, yet it wasn't delayed much at all. The delay also lets

the competition catch up. What's the story?

1. Why don't you guys do a video with the magazine. Still shots just don't do some games justice?

2. What do you guys recommend for a racing or a fighting game that is released now or in the near future?

3. My memory pak is not very reliable. It keeps erasing data. I sent it back to Nintendo but they said there was nothing wrong with it. What should I do?

#### CARL, QLD

The reason that Nintendo keep delaying Zelda is that unlike some other videogame companies, they don't release games until the gameplay is perfect. Zelda looks great in the screen shots because the graphics are very near to their finished state. However, the gameplay has to be tweaked and adjusted until it's just right. The bigger the game the more testing it needs to make sure there are no problems. Nintendo have stated that Zelda was finished months ago. However, to fully playtest Zelda and iron out all the bugs takes 4-5 months. That's why the game hasn't been released. Personally I'm glad Nintendo put so much effort into their games.



Ok, hand over the jigsaw pieces, Kazooie, or the bear gets a nose job.

1. We can't attach a video to every mag because it's simply too expensive but we are considering the possibility of strapping a video full of game previews to the cover of a special issue in the future. We are also soon to start a N64 gamer site on the internet that will have videos of all the games we preview and review, so you net boys and gals can log on and view the games in motion. When this happens we'll be sure to let you know.
2. Mortal Kombat 4 is probably the best fighting game you'll see

this year. Racing games are a bit trickier - Top Gear Rally, Lamborghini and F1 are all good but there are also a lot of impressive looking racing games in the works.

3. Don't worry the same thing happened to me and there's a simple solution. Beat the crap out of your brother. I caught mine sneaking in and erasing my games when he thought I wasn't looking. I slapped him around and it hasn't happened since. Seriously though, some memory paks are just crap. There's not much you can do except take it back to the store and shake the sales clerk by the shirt until he gives you a refund.

#### FRUSTRATED ARTIST

Hello, I'm complaining because you didn't print my picture or letter that I sent in a couple of weeks ago - it was totally unfair. I deserve better!!!!!! I put a lot of work into that picture and I will never see it again. It's probably sitting in your bathroom with my letter, waiting for someone with a big bum to use it to wipe their backside. Oops, that doesn't sound pleasant. Anyway, here's a couple of quick questions.

1. Can I have a copy of

Donkey Kong Country 64? (Remember in one of your earlier issues you gave someone a copy).

2. What the heck is TOOIE?

3. What is the storyline for Banjo-Tooie?

4. Could my friend and I have a page in your mag? We have some great ideas.
5. Could you beat any Nintendo game? I bet I could!

#### BANJO, VIC

Oh yeah. I remember your picture. It was bit rough around the edges and it gave me a nasty rash. I wish you'd save us the trouble and just draw your next picture straight onto toilet paper.

1. Not only are you a crap artist but you're obviously an idiot as well. That was a joke. I picked a game that wasn't coming out for six months so everyone would understand it was a joke. But since I'm such a nice guy I'm going to send you out an exclusive copy of Mario 64 2 that we have lying around just waiting for people like you.
2. You're not a very bright boy are you? 'TOOIE' is a play on words. Instead of calling the sequel 'Banjo 2', they called it 'Banjo-Tooie'. Get it?
3. It's about this games reviewer that goes insane because he's



Zelda 64. Perhaps the delays will result in a near perfect game.



fed up with stupid questions, so he takes over the world.

4. Considering how intelligent and skillful you seem, yes of course you can have a job. Send a copy of your resume to P.O. box - "keep dreaming".

5. Of course I can but I doubt you can even get past the first level of any of your games. 'Banjo'? - man, you really need to get out more often.

## CONSTRUCTIVE CRITICISM

Do you understand you have allowed a game to receive a score of 10/10? Do you also understand that by saying this, you are stating that no game on the N64 will ever surpass it? Because a 10/10 game is defined by you as a "perfect game". You are saying that Mario will never be beaten as the best game on the system. A magazine should never do this because there is always room for improvement. However, if you meant that Mario was the best game on the system at the time, then you should have just said so. Just look at Hyper, they recently rated Unreal as 97%. When a game comes



Mario 64 - the perfect game? Maybe not, but it's miles ahead of everything else.

out in the future that's ten times better than they'll be in trouble.

On a completely different note, would you stop knocking the Playstation? Everyone who writes in says the Playstation sucks, but it really doesn't. It's just aimed at an older age group, that's all. Your average Nintendo owner is probably only 10. People who buy Playstations buy them for RPG's, driving

games and mature games. People who claim to be 'hard-core gamers' but only like one format, aren't true gamers, they just think they are. Take a look at Final Fantasy 7. It's ridiculously long, lots of fun and it has adult content. You'd probably say that it has "bland graphics and boring gameplay, I could feel my brain melting" but I think it looks impressive.

I hope you don't take

this as hate mail because I really like your mag and I buy it every month. It's just some constructive criticism, that's all. It's good to see more mature games coming to the N64. Also, when will you mainstream gamers stop writing in and asking "when is the 64 DD coming out?". Wake up guys, it's almost definitely not coming to Australia.

1. Could you guys extend the letters page? It's my favourite section.
2. On your Hard-Core Gamer test I scored 76 (I really did). Is there something wrong with me?

## DREW, NSW

The reason we gave Mario 10/10 is that it did represent a perfect game considering the quality of games that had been achieved previously. We're not saying that there will never be a better game. Of course there will be better games. However, games have to be reviewed and scored in relation to the state of games at that time. Take Streetfighter 2 on the Super Nintendo. The game received scores like 98% in magazines all over the world and it deserved those scores. Streetfighter 2 was light years ahead of any other fighting

games at the time and was one of the most enjoyable games of all time. It shaped the fighting game genre for years to come. You can't seriously say that Streetfighter 2 should have got 80%, because by today's standards the graphics suck, the combos are limited and there are no special moves or fatalities. Mario is exactly the same. It was miles ahead of anything, represented an incredible amount of fun and proved to be the inspiration for many similar games. Even Banjo-Kazooie borrows heavily from Mario's ideas. Mario deserved 10/10 when it was released and we stand by our score. If we see another game that is as revolutionary then we won't hesitate about giving it 10/10.

As for our Playstation bashing, I think you need to get a sense of humour. We're not saying that every Playstation game is a piece of crap. There are definitely some good titles on the system and Final Fantasy 7 is a good example. However, the fact of the matter is that we feel the majority of Nintendo software is much more enjoyable than the Playstation's titles. Too many Playstation games rely on flashy full-motion intros and presentation. Instead they should be concentrating on really polished and enjoyable gameplay that you can get months of play out of. So some of us like to have a bit of a laugh by poking fun at Playstation owners. Can you really blame us?

1. Mmmmm. Let me think about it..... Nope.
2. Yes. You're foolishly trying to defend the Playstation. Obviously you're suffering from severe mental problems. Don't worry though, there are people that can help you with this problem. In fact, I've distributed your name and details to a group of hard-core Nintendo players that are on their way to your place right now to help you see the light.



Oh my God! They killed Kenny! You...erm...ahh, runnnn! Oh, Cartman - you'll have to roll, buddy!



# IT MAKES THE REST LOOK TAME

# S.C.A.R.S

"Whiplash action and killer graphics provides gripping replayability. Nine tracks, completely unique environments and alternative routes keep the pace frantic".



It's here! The racing game that makes the

others look like a drive in the park. Half animal, half machine these cars are ready to rip the roads to shreds. In a no holds barred adrenaline charged speed fest, you can take on 4 players on split screen on the PSX and N64 with multi player mayhem on the PC. Staggering 3D graphics and sheer driveability make S.C.A.R.S. a game that will really leave it's mark.



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"YEAH, I WANT CHEESY POOFS"

I've subscribed to your magazine since Issue #1 and after reading each mag from cover to cover, using a pair of tweezers to turn the pages, I safely put them away in my double-lock security safe. They are never allowed to see anyone's eyes but mine because they are too precious to be touched. What I'm saying is that your mag is cool or as Cartman would say, it "Kicks Arse". Now answer these questions "Goddamn it!"

1. I've got a "Kick Arse" idea for a game. It's a Zelda style game which kicks arse. Who would listen to my idea? Did I mention it "Kicks Arse"?
  2. Is Japan still in a big crisis with their N64 problem? I thought Japanese had good taste in games.
  3. Do you guys know anything about Zelda that would make me say "Kick Arse" some more?
- p.s. Print my letter or "I'll kick you square in the nuts"!

ERIC CARTMAN, SOUTH PARK

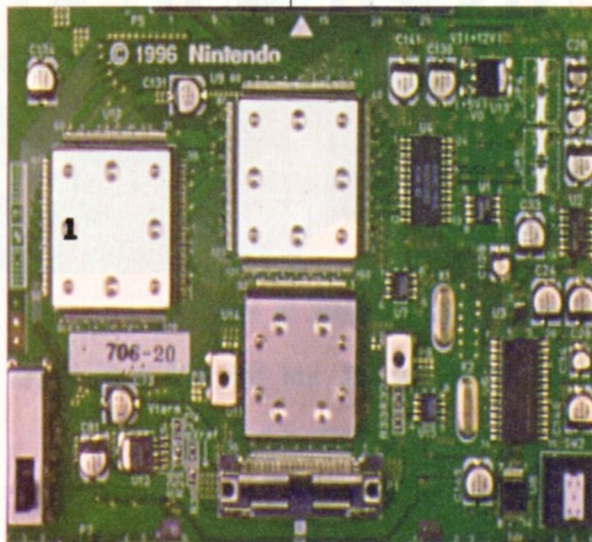
Well Eric, not only are you a Fat Ass but you're also a Butt Licker.

I haven't seen such an obvious suck up in ages. You're lucky we're so far up ourselves that we actually believed you.

1. I don't think anyone would listen to a Fat Ass like you. Tough luck.
2. I'm not exactly sure what you're talking about but I assume it's the way that the N64 is not selling fantastically in Japan. This is unfortunately still the case. It's because the Japanese are fanatical about their love for fighting games and RPGs. The lack of RPGs or conversions of popular arcade fighting games has resulted in disappointing sales in Japan. However, the release of Zelda should do a lot to change the situation since the game is #1 in Japan's Most Wanted Games lists. The announcement that many programmers from Squaresoft (makers of Final Fantasy 7) are now working on N64 projects will also win many Japanese gamers.
3. I think pretty much anything would make you say "kick Arse" you tree-huggin hippy.

KEEP DREAMING

Hi, I've been collecting your mag for a couple of months now and I've decided to become a hard-core gamer but I need your help. You see I don't have many games. So



A single CPU (like the N64's 1) is the ideal situation for a console.



An artist's impression of the SNES CD. Nintendo thought that a 64-bit console was they way to go.

could you please send me some? By the way I think you're a legend.

1. If you're such a legend then why haven't you made your own game?
2. Is there a cheat in Goldeneye to make everyone naked?
3. What is an Atari 2600?

ANDREW, NSW

Don't you know anything? Being a hard-core gamer has nothing to do with the number of games you have. It's how good you are and how dedicated you are that counts. You might only have one game but you could still be a hard-core gamer if you played it heaps and you could beat everyone at it. Take me for example, I'm a hard-core gamer. I may not be very dedicated because I'm a total slacker at everything I do. And I may not be very good at playing games - come to think about it even our receptionist beats me at games. But I'm a hard-core gamer because ... Um ... Actually forget about what I just said.

1. Simple, because making games is hard work. It's much easier to just get paid for playing them.
2. You really need to get a life dude. Besides, 99% of the characters in Goldeneye are guys. What the hell do you want with a nude cheat?
3. It was the first videogame

console that started it all. Don't you know anything? Kids these days, they've got no appreciation for history.

HISTORY LESSON

I was reading through an old Nintendo magazine and I read a story about how the Super Nintendo CD Drive was going to be made by Sony. In exchange for their co-operation in designing and manufacturing the SNES CD, Sony would be allowed to produce its own SNES compatible machine with a CD drive built in. At the last moment Nintendo decided they didn't need Sony and they backed out of the deal. Actually, Nintendo decided they didn't need the CD drive either because they never released it. After getting a taste of the gaming industry Sony decided to make their own machine. The rest is history. Imagine if Sony and Nintendo had worked together. We wouldn't be having these annoying console wars.

1. Is it true that the Sega Saturn has two CPUs and the N64 and the Sony only have one?
2. You keep leaving

Nagano Winter Olympics out of the buyers guide. I know it's a crap game but what's the story.

PATRICK, NSW

Wow, a possible future where Nintendo and Sony are working together. Nah, I don't think so. The mere thought of that friggin Bandicoot on a Nintendo system is enough to make me sick.

1. Yeah, the Saturn has two CPUs that work simultaneously on the machine's graphics and game engine. A two CPU based architecture is not preferable in gaming machines today as they can never work perfectly in tandem. One CPU is always waiting for the other to finish tasks before it can access ram etc. The single CPU design, like in the N64 and Playstation is the preferred method, as it's also easier to program for and offers greater performance. With a little effort though, the Saturn was able to display some great 3D graphics in games like VF2 and Sega Rally.
2. We keep leaving it out because we don't have enough room for every game. The buyers Guide is updated every month, so older games that probably aren't available any more are left out. This way the Buyers Guide gives you an accurate idea as to what games are on sale at the moment and what scores we gave them in previous reviews.



# MR. BAD ASS

After receiving tons of letters begging us for advice on games we finally caved in and decided to hire a real hard-core gamer who can answer any challenge you give him. As guidelines for choosing the correct applicant, we decided that the person should be able to beat Robert Garcia in a fight. Mr. Bad Ass was the only applicant who didn't need to visit intensive care after the interview. He and Robert lasted four 6 hours before they both gave up. We're still repairing the office. So if you're stuck in any game then we guarantee that Mr. Bad Ass is hard enough to help you out! Also, send in any cheats or glitches that you can find yourself and anyone who manages to impress Mr. Bad Ass with their vast gaming knowledge will score a free game.



## Q. Banjo Key

When I was playing the Freezezy Peak level I went into the Walrus' cave and on the ledge behind the Jinjo there's a clear wall of ice. If you look through it you'll see a secret room with a key in it. How do I get it and what does it do?

Liam, ACT

### >> Mr. Bad Ass

This is one of the bonus features that you can get when you play the sequel - Banjo-Tooie. There's no way to get it in the first game but once you have both games there are a number of secrets that you will be able to access in the first game that will help you with the sequel.

## Q. Diddy Kong Dilemma

I have heard about extra cheats in Diddy Kong Racing, not the ones on the magic codes list. Can you tell me anything about them?

Alex, NSW

### >> Mr. Bad Ass

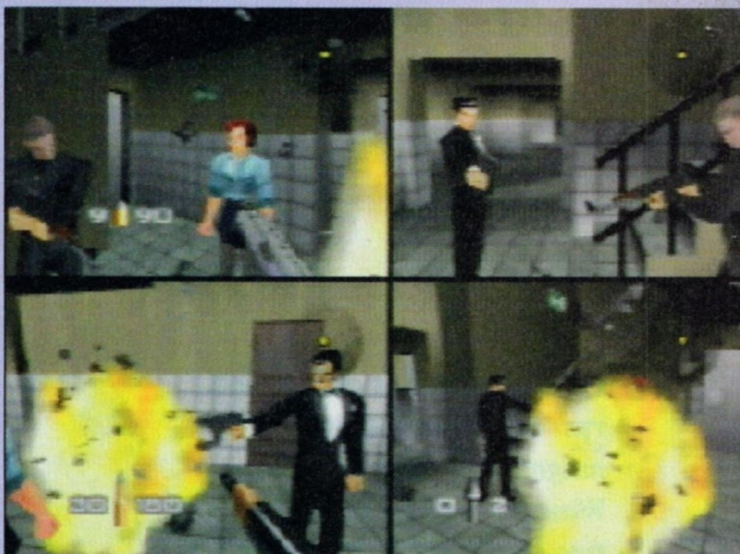
Other than the code list, there are two secret characters and a second adventure. The first hidden character is Drumstick. You'll need all the pieces of both the T.T. Amulet and the Wizpig Amulet pieces. Now near the water in the main area you'll notice a few frogs. Find one with a red feather on his head and run him over to make Drumstick appear. To get the second bonus character you have to beat all, yes all, the tracks on Time Challenge mode. This isn't easy but it's worth it because you'll get a new racer called 'T.T.' who is the fastest racer. To access the second adventure all you have to do is beat the entire first game. A second adventure will open up that has mirror images of all the tracks in the first game.

## CHEATS AND GLITCHES

### Goldeneye Stuff

Here are some Goldeneye tips that you may not know about:

1. In the Aztec level instead of trying to shoot Jaws you can just run up to him and slap him to death. His arms are so long that you can stay safely close to him and his bullets won't hit you.
2. In the Facility level if you use the Golden Gun to shoot Orumov, then Trevelyan teams up with you and shoots the guards. Also, kill Orumov on the Silo level and you can grab his briefcase which has a key in it. It doesn't do anything but it's still cool.
3. In the multiplayer game you can hide in the air vents (Facility) by standing under the



opening and pressing R button, C-right button and left on the control stick all at once.

Seth, NSW

### >> Mr. Bad Ass

Sorry dude, but I already knew about those. Hopefully they helped some people out though.

## Q. Goldeneye Secrets

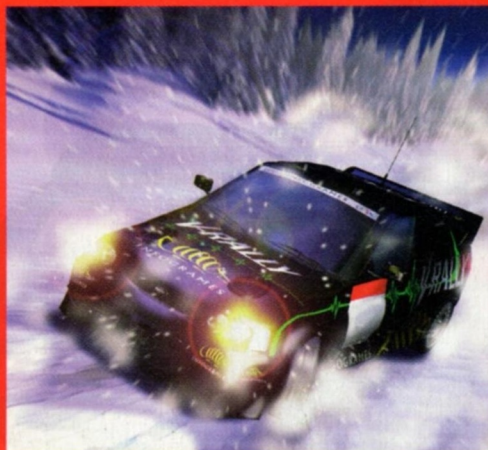
I love Goldeneye but no matter how hard I look I can't find Mayday or Oddjob. Where are they?

Bono & Pubert

### >> Mr. Bad Ass

There's a good reason why you can't find them. It's because they're not in the single player game. They're only selectable in the multiplayer game. People with nothing better to do start rumours about them being in the game. It's nothing but rumours, I assure you.





## V-Rally Giveaway

Those legends at Infogrames have given us four copies of V-Rally to giveaway. All you have to do to be in the running to win is write in and tell us:

**"What game do you want for Christmas?"**

Put your answer on the back of an envelope and send it to:

**V-Rally Comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW 2016

## Mario Kart Time Challenge

We thought you Mario Kart fans might be getting a bit sick of Goldeneye hogging all the glory so we thought we'd have another time challenge for Mario Kart. All you have to do is:

**"get the fastest lap time you can on 'Banshee Broadwalk'"**

(the ghost house track). To enter you can either photograph the screen showing your lap time or you can plug you N64 into a video player and record your time (remember to write your time on the tape as well). Also send in a photo of yourself because the winner gets their picture in the mag.

Send your entries in to:

**Mario Kart Comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW 2016

## Draw and win

We had so much fun judging the last comic competition that we thought we'd have another one. All you have to do is:

**"draw a comic of the N64 Gamer crew doing something funny."**

Your entry can be a single picture or a series of pictures. Don't worry if your not a great artist, we're after funny ideas more than stunning artwork. The best entries will get printed in the mag and the winner can pick a game of their choice."

So start drawing and send your entries to:

**Comic Comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW 2016



## Which game is better?

Those cool dudes at Acclaim have given us four copies of NFL Quarterback Club '99 to give away to some lucky readers. All you have to do to enter is write in and tell us:

**"Which game is better: Quarterback Club '99 or Madden '99?"**

Put your answer on the back of an envelope and send it to:

**Quarterback Comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW 2016

**Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.**

## Shooting Star

Infogrames has kindly given us four copies of Starshot to give away. All you guys and gals have to do to enter is write in and tell us:

**"who your favourite movie star is?"**

Put your answer on the back of an envelope and send it to:

**Movie Star Comp**

N64 Gamer  
78 Renwick st  
Redfern, NSW 2016



## Winners

### Mission Impossible

The four lucky winners who each grab a copy of Mission Impossible are:

**Josh Lawry**  
**Luke Schokenecht**  
**Jacob Muraca**  
**Patrick Mayer**

### Steering Wheels

The two winners of Mad Catz Steering Wheels were:

**Jess Hughes**  
**Shane Mountz**

### Games Pack

**Andrew Rogers** - is the lucky boy who's scored a pack of games including: MK 4, Mystical Ninja, Chopper Attack, ISS'98 and Aero Fighters Assault.

### TV adapter

**Ben Celea** - has won the Jam converter that allows you to play an N64 on your computer monitor.

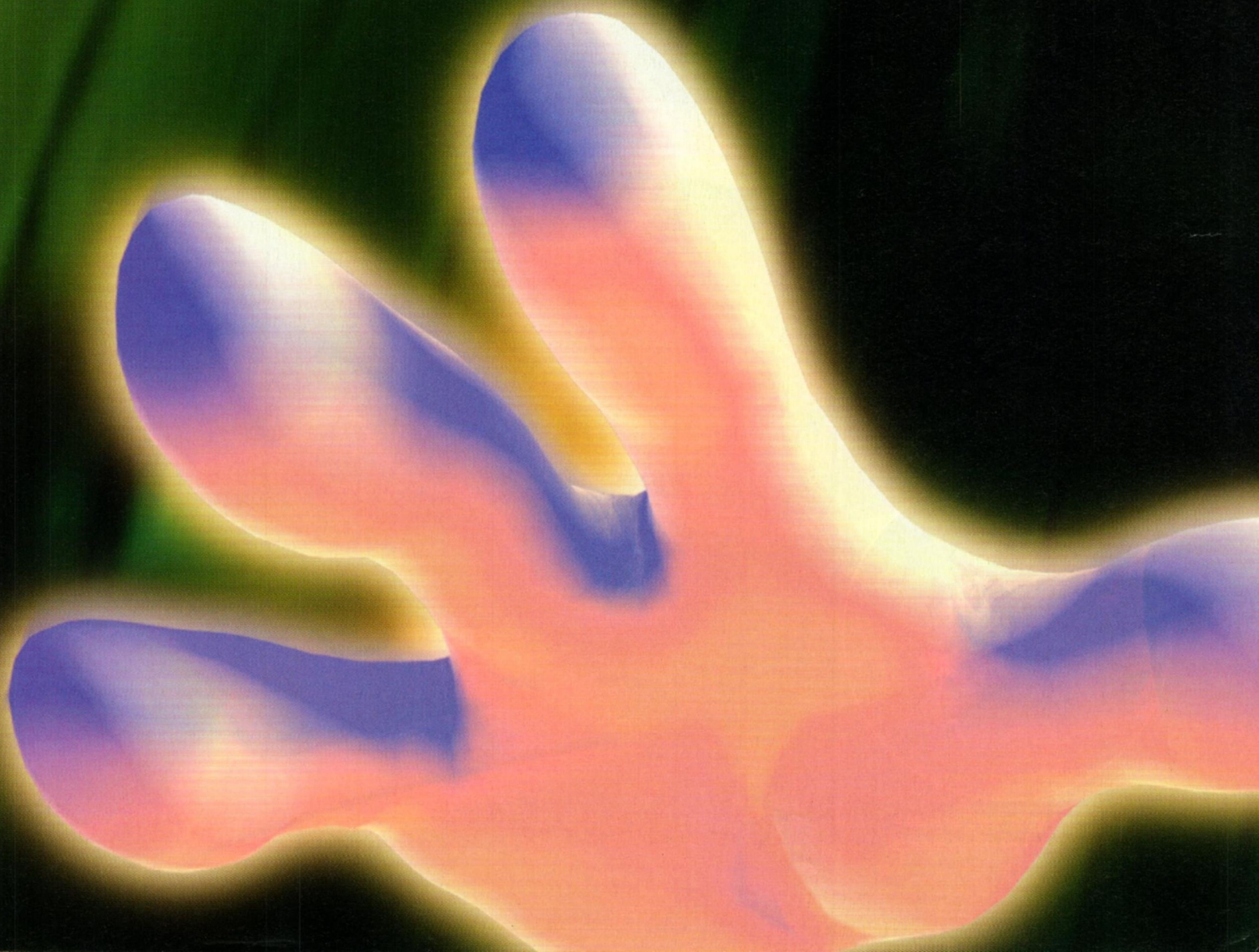
### Goldeneye Update

We just wanted to mention that although the Goldeneye comp was won with a time of 1:43, **Brett Slader** managed to complete the level in the lightning time of 1:32. His entry didn't arrive in time for printing but we wanted to give him a game anyway and congratulate him on his great effort.

ALL COMPETITIONS CLOSE ON THE 6th DECEMBER



Beware:  
In February You'll Flip Out !!!







You won't believe your ears !!!  
45 minutes of original soundtrack  
in Dolby Surround Sound.

With endless dreaded enemies to fight,  
the power is in his hands...

Hot feet your way around  
13 giant and perilous worlds.



For your eyes only, sumptuous sceneries in 3D,  
atmospheric special effects and morphing!



Heart-stopping encounters...



Held on tight!  
Rayman flies, jumps,  
swims, skis, climbs...

# RAYMAN 2

## THE GREAT ESCAPE



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## South Park

PUBLISHER: **ROADSHOW**  
CATEGORY: **3D SHOOTER**

AVAILABLE: **EARLY '99**  
PLAYERS: **1 - 4**

WELL IT'S BEEN THREE MONTHS now since Acclaim announced that it was producing an N64 game based on the incredibly successful South Park cartoon series. Finally, after all the speculation, we can give you the details on this very hot title. The storyline is faithful to the cartoon's very warped sense of humour. An enormous asteroid is on a collision course for Earth. However, instead of making up a boring plot like Armageddon did about flying into space and destroying the asteroid, South Park has gone for a slightly twisted angle. In this game the asteroid spooks the town's turkeys which go crazy and attack the townspeople - as if we didn't see that coming. Turkeys won't be the only targets because Cartman's mum has been kidnapped by aliens and the infamous Skuzzlebutt is on the loose - again. The game has been broken up into six self-contained episodes. Each one has a new theme to it and a totally different set of objectives. This way the game will really make you feel like you're taking part in a South Park episode. Acclaim have even managed to get the stars of the show to record hundreds of sound bites specifically written for the game.

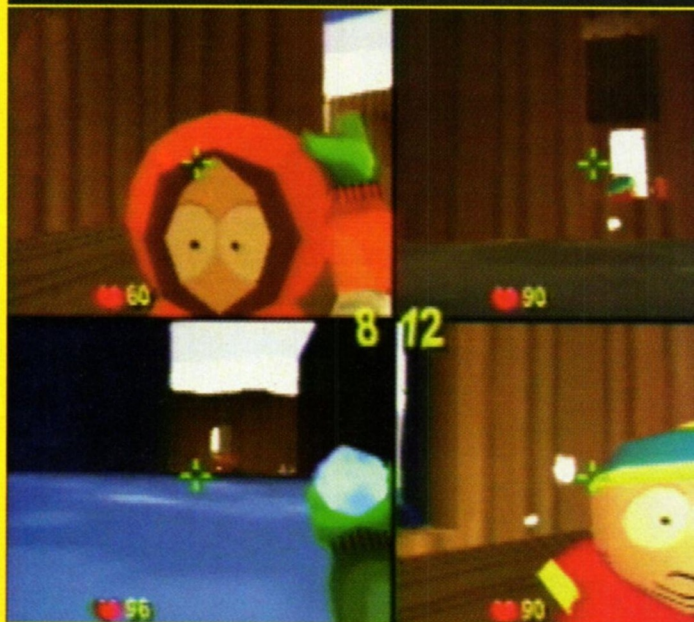
The game is being made by the Texas division of Iguana (responsible for Turok 1 & 2 and All Star Baseball '99) and will run in the N64's crisp hi-resolution mode thanks to an enhanced version of the Turok 2 graphics engine and compatibility with the new 4MB ram pak. As you can see from the shots, the game recreates the 'cartoony' look of the TV series perfectly so that all the characters and locations are instantly recognisable. Iguana have also promised to include all of the popular supporting characters like Mr. Garrison, Big Gay Al, Mephisto and of course Terrance and Phillip.

The weapons are certainly imaginative to say the least. You can kick alien butt with a live chicken that shoots eggs out of its butt - I don't want to think about how you reload it. Other

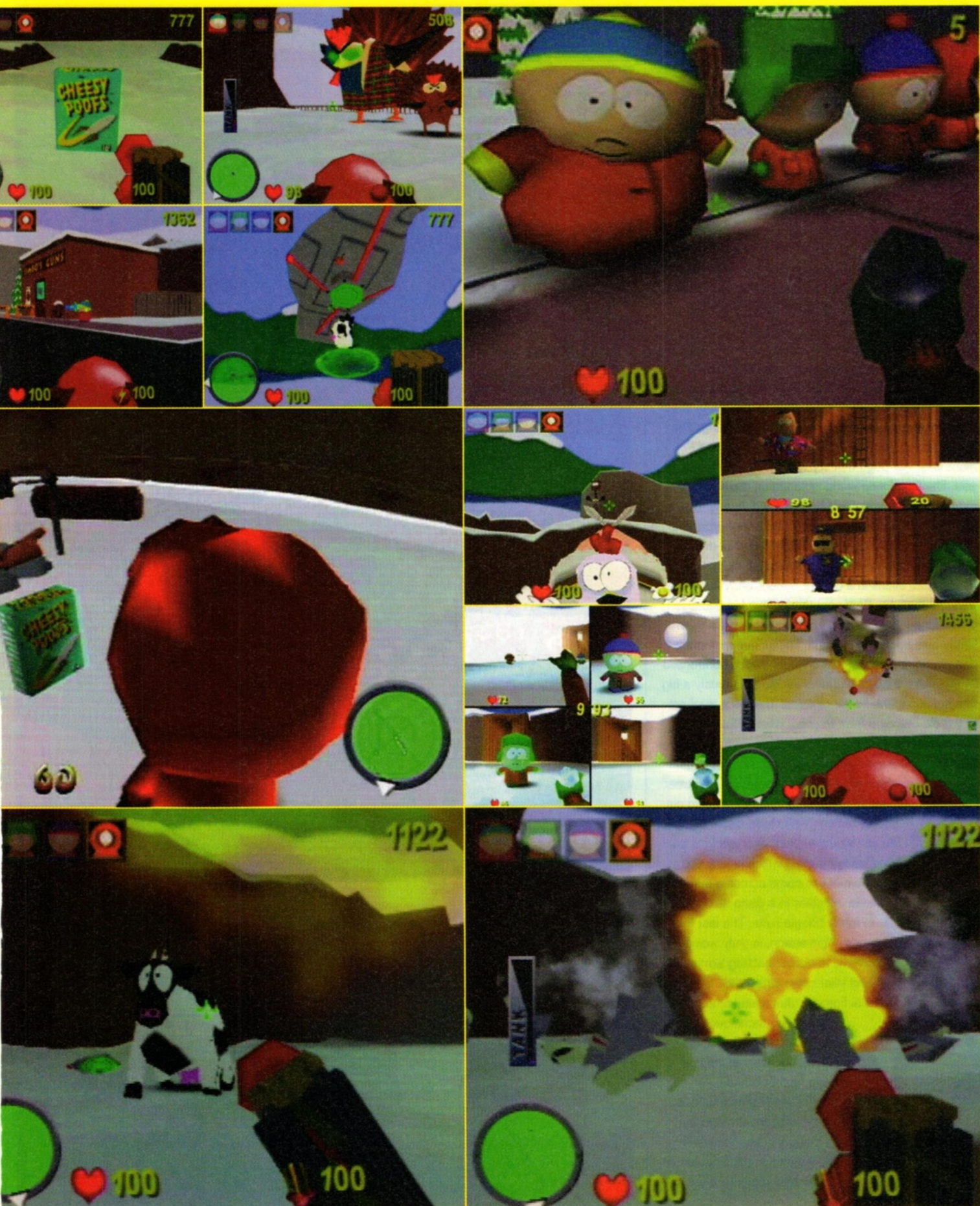
weapons include a catapult that launches live cows at your enemies and of course the most fearsome weapon of all: Mr. Hanky (the

Christmas poo). In the single player game you can only pick from the main boys: Cartman, Kyle, Stan and Kenny but in the multiplayer game you can also

select from all the supporting characters. Not only do you have all the standard deathmatch options but you can also compete in grudge matches and capture the flag games. There's even a bonus game where you can use Stan's brother Ike in a game of footy called: 'kick the baby'. Because of the South Park's 'adult themes' the game will most likely get an M-rating, but don't let this turn you off because the game looks like it will be every bit as hilarious and enjoyable as the cartoon show.









## Earthworm Jim 3D

PUBLISHER: INTERPLAY AVAILABLE: NOVEMBER  
CATEGORY: 3D PLATFORM PLAYERS: 1

INTERPLAY'S WORLD FAMOUS WORM is finally wiggling his way onto the N64 in an all new adventure. The story is that Earthworm Jim was sitting around watching TV when all of a sudden a cow dropped through the ceiling and landed on his head (I know the feeling - it happened to me last week while I was watching the Simpsons, and it really hurt). Anyway, poor Jimmy boy is knocked into a deep coma and the game takes place inside his warped brain. You have to take control of a tiny Earthworm Jim and battle your way through the four separate sections of his brain: Fear, Happiness, Aggression and Childhood. This may sound pretty weird but after looking at the game I realised that this idea allows them to have some really imaginative and original levels. The Happiness world is full of all of Jim's favourite things but unfortunately his whacked out imagination has made them dangerous. You're going to have to avoid things like baked beans that flow in huge rivers of lava and giant killer hot dogs that try to beat the crap out of you. The Childhood world is based on the sorts of daydreams he must have had as a kid. In one level you get to dress up as a sheriff and patrol around a wild west town keeping the peace. Another daydream sees Jim blast off into space as he battles with hostile aliens in a distant dimension. We can be thankful that Jim liked cool things as a kid because I don't think I could handle another game full of giant teddy bears and mushrooms. Things get a bit more dangerous in the Fear world where you're confronted by all of Jim's worst nightmares. He's obviously a big film buff of all the horror classics. There's a level set in the old mansion from Psycho, where Norman Bates chases after you with that huge butcher knife - I wouldn't take a shower if I were you. Another level takes you into the 'Nightmare On Elm Street' movies where Freddy Krueger tries to cut you to ribbons with those claws of his.

As you would expect, everything is a bit mixed up in his mind which is why you can expect to come across a bunch of killer zombies in a disco all dressed in funky boogie suits. The last world: Aggression, is truly weird. You have to defeat battling armies of pigs and killer cows called the "Bovine Special Forces". Jim uses some pretty unorthodox techniques like grabbing a pig and using it as a snowboard to escape down a huge mountain.

Earthworm Jim's original gameplay and wacky sense of humour made the previous versions highly enjoyable games. Now that he's moved into the 3rd dimension we're sure to see his best adventure yet.







## Spacestation Silicon Valley

PUBLISHER: GREMLIN AVAILABLE: NOVEMBER  
CATEGORY: 3D PLATFORM PLAYERS: 1

THIS HIGHLY ORIGINAL PLATFORMER is the creation of DMA Design, who were responsible for the smash hit game, Lemmings. The Spacestation Silicon Valley was created by NASA scientists who wanted to make a spacestation so huge that an entire society could live in it. The station even contains a range of different environments like enormous forests, sweltering deserts and arctic wastelands. Each environment has entirely self-contained ecosystems thriving in it. The only problem is that the spacestation malfunctioned and flew off into deep space. The Nasa scientists were all sacked for being stupid enough to lose billions of dollars of taxpayers' money and the spacestation never returned. A few million years later, a space adventurer called Dan Danger, and his robot sidekick, Evo, encounter the spacestation. Being a bit of a cowardly space adventurer, the first thing Dan did was to send his robot on board to check things out. Unfortunately, after only a few minutes Evo is ripped to pieces by strange animals. After dropping a load in his pants Dan remembered that he can still control Evo's microchip via remote control. By attaching the microchip to the animal's spinal chords Dan can tap into their nervous systems and control the animal's movements.

This idea translates into a game with plenty of variety that always keeps the game interesting. The spacestation contains over 40 different animals that you will need to master if you are going to regain control of the spacestation and return it to humanity. Players are able to control a lot of different (very different) animals, including: mice on roller-skates, apes that constantly pound their chests, rats that deposit acid droppings which explode, sheep with rocket packs that let them fly, pink panthers with dual tail pipes, dogs, penguins with umbrellas, walruses with rocket jets and missile launchers, polar bears that shoot cannons and squirrels with flame throwers. Evo's microchip cannot survive for long without a host body so you will have to be constantly looking for new animals. You will have to take control of all 40 different animals because each one's unique abilities are needed to complete specific objectives. For example, on the first level there are health items that cannot be reached by the dog, but can be collected using one of the hovering sheep. The game is definitely unusual but once you start playing you understand how much fun it is to have such a huge cast of characters to get to grips with.





**This month the N64 Gamer crew talk about the jobs they used to do before they were lucky enough to land a position at N64 Gamer:**

**Steve "Your move, creep" O'Leary** – EDITOR

When I was younger I used to work as security for a large department store. We used to have lots of different people steal from us and it was my job, as a security guard, to apprehend the culprits and beat them senseless. Let's just say I took my job way too seriously, and I was finally terminated after I put my foot through a door while trying to put it through a thief's head.

**Favourite games:** Turok 2, 1080 Snowboarding and F-Zero

**Robert "Flower child" Garcia** – WRITER

One of my previous jobs was for an organisation called People Of Our Fellowship That Eagerly Revere Serenity. We used to dressed in white sheets with large hoods and meet in secret halls where we ate fairy bread and played snap with cards. One day, after discovering the true meaning of life, I slapped them all silly and went and joined the organisation that represented the true way of the future: People Against Goodness And Normalcy

**Favourite games:** F-Zero and Turok

**Mithra "I'll have the Herald" Dennewald** – WRITER

I got my start in the high stakes, high profile world of computer gaming. In the same way that I'm sure everyone here else did. I was a paper boy and I got utterly sick of it and thought that there's got to be a better way to earn money than this. Thus a star was born. Although, to be truthful, I have done a bit of other stuff in between, such as helping make factory automation software (so if you hear of a factory blowing up, don't tell anyone as it was probably my fault.)

**Favourite games:** Gex, F-Zero, and of course the ever popular Goldeneye.

**Narayan "hard workin" Pattison** – DEPUTY EDITOR

I've had a few jobs before this but the most memorable would have to be my short stint as a movie star. You can look out for me in the upcoming movie: Babe 2. I play a waiter at a high class banquet where Babe is the main course. Well actually I'm just an extra in the background, but hey it was good laugh anyway. The job was a total bludge. It took them hours in between each shot to set things up and then when they were ready, all we had to do was look shocked at the pig for a minute and then sit down again. I tell you, if I ever get sick of playing games for a living, working in the movies will be the next best thing.

**Favourite games:** Turok 2 and Goldeneye - I celebrated my 2000th hour of playing 007 last week!

**Troy "chick sexer" Gorman** – WRITER

My previous employment involved sexing chicks. While that might sound pretty impressive on a resume it's not much fun. It involves turning baby chickens upside down to see if they are boys or girls. The roosters are force fed and pumped full of steroids until, six weeks later they become lunch. The hens are placed in cages, where they are force fed and used for egg production, then the cycle continues.

**Favourite games:** Goldeneye, Sex'n Chicks 64

**Sarah "What a star" Bryant** – ART DIRECTOR

In the past, I've had of number of unusual employment opportunities pop-up including appearances in a couple of music videos and on a few of book covers and you can find me modeling T-shirts in the 1997 mambo catalog (trust me - I know they didn't put my head in, but that really is me!!)

**Favourite game:** Ping-pong's always number one.





**The Herd is attacking and exterminating Earth's native insects! Only Buck Bumble, the most advanced fighting bee ever and the baddest bee in hive, can save the day. Use buck's cybernetic implants and stockade of deadly weapons to unmask the power behind The Herd!**

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# V-Rally

He works as a part time crash test dummy, so we let Steve O'Leary at V-Rally 64

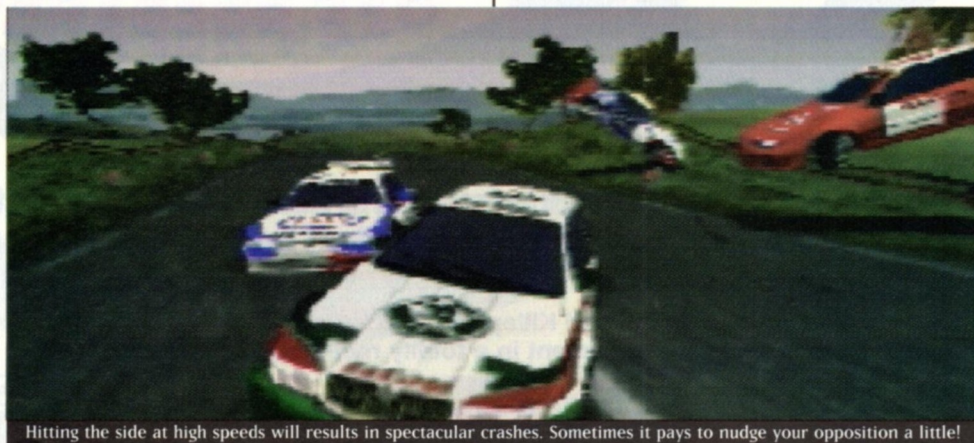
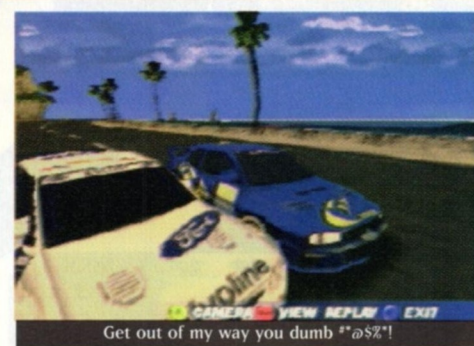


The concept behind rally driving is one of the most interesting of any forms of motor racing today - some dumb schmuck company gives you an insane amount of money to thrash their latest high-tech sports car to buggery in an effort to get from point A to point B as quickly as possible...

We've all seen the rally footage on Wide World of Sports where some 'born to die young' rally driver throws his car sideways at 200kms as it glides through a fence gate on a remote cattle farm. He then powers onward to a local mountain village, where he weaves his way through 2 metre wide streets while coming so close to spectators on the roadside that they can read the brand name on the car's tyres without even having to squint.

This motor sport is idolised by driving fans all over the world and to capture the atmosphere and realism of rally driving in a console game has been the aim of many software companies in the past.

Realism, though, is V-Rally 64's main claim to fame as you'll no doubt find out after a few short hours in front of the game. You'll soon realise that there's good reason why rally drivers get paid huge wads of cash - it's bloody damn hard!



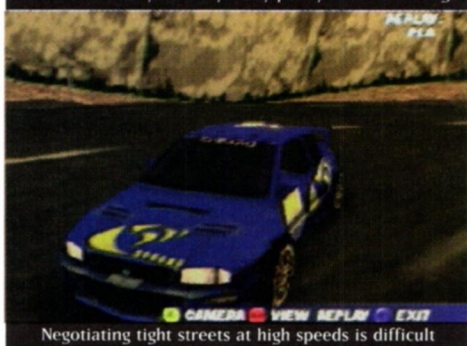




The models used for the cars are well detailed



And the scenery is always very pretty and interesting



Negotiating tight streets at high speeds is difficult

Just like a child's dream of being Superman is sadly put to rest the instant he hits the concrete driveway after diving off the hood of his parents' car, so too your dreams of becoming a successful V-Rally driver will crash 'n' burn the moment you take the first corner. Too many driving games these days let the driver run rampant with the accelerator, burning down streets at 200kms before effortlessly powersliding around the next corner without losing a hint of speed. In V-Rally you'll approach the corner at 200kms, ease off the accelerator and prepare to power-slide, then - Wham! - reality check - the game's physics are realistic! You crash and burn, and the other drivers roll on by...

This is exactly what you can expect to happen to you if you pick up a copy of V-Rally while hoping to find arcade gameplay that's simple and fast. Top Gear Rally took a shot at being one of the first realistic rally driving games, with realistic movement and momentum combined with a higher degree of control than the standard driving game, but V-Rally goes one step further almost crossing the line and becoming a simulator. While this will certainly enrage those N64 owning arcade buffs out there, V-Rally offers a



Mountainside scenery like this looks impressive and moves by at smooth at a smooth frame-rate.

huge scope for improvement in your driving skills, and with the large numbers of different tracks and cars, this is certainly a good thing.

V-Rally offers two different styles of cars, the front wheel drive and four wheel drive vehicles. Each of these two types of cars have their own variants, each with slightly different engine size and handling characteristics. The front wheel drive cars have very sensitive handling and, as they steer from the front wheels, the rear of the car tends to lag behind slightly when cornering. On the plus side, these cars have a higher

top speed and faster acceleration that slightly compensates for their touchy handling. The four wheel drive cars, on the other hand, have slower handling and a lower top speed but are more stable and probably better for beginners.







Complex scenes like this are still performed at smooth frame-rates. The game is one of the best looking N64 racers.



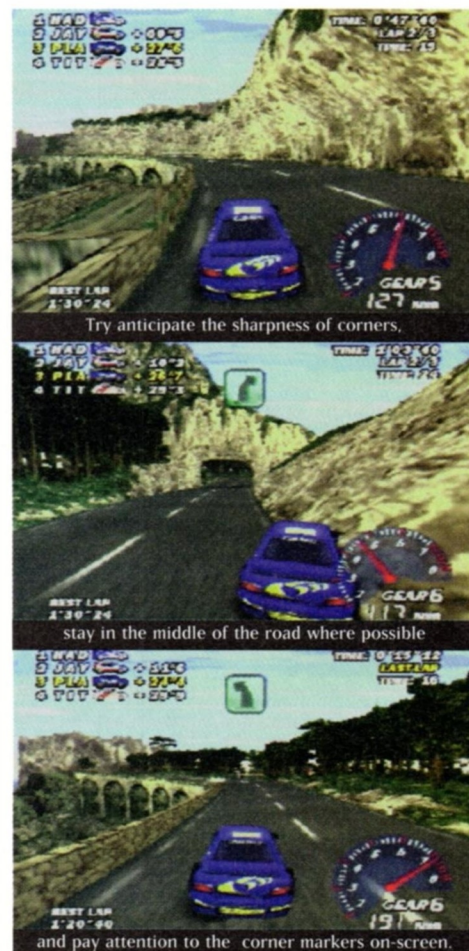
Nice lens flare effects add to the game's visuals



I'll teach you scumbags to try and steal my parking spot



You always have to think carefully about overtaking, as one wrong move can send you spinning out which costs you time



Try anticipate the sharpness of corners,

stay in the middle of the road where possible

and pay attention to the corner markers on-screen.

Each of the tracks are filled with different surfaces which all provoke different reactions from the vehicles you drive. Asphalt causes the car to grip solidly which makes steering sensitive, sand, snow and mud cause a slight dulling in the reaction time when steering the car, which is a refreshing and realistic change to other driving games that just have you sliding all over the place on these surfaces. Combine this with dips, bumps, and crescents in the road which all wreak havoc on your quest to place first in a race and you'll find that there's a great deal of time to be spent in mastering this game. Furthermore, there's the option to change suspension types, steering sensitivity, gear ratios and the car's overall control, which makes V-Rally the N64's most complex driving game available today.

Patience, though, will be tested to the extreme with some of the game's faults that unfortunately get in the way of the overall enjoy-



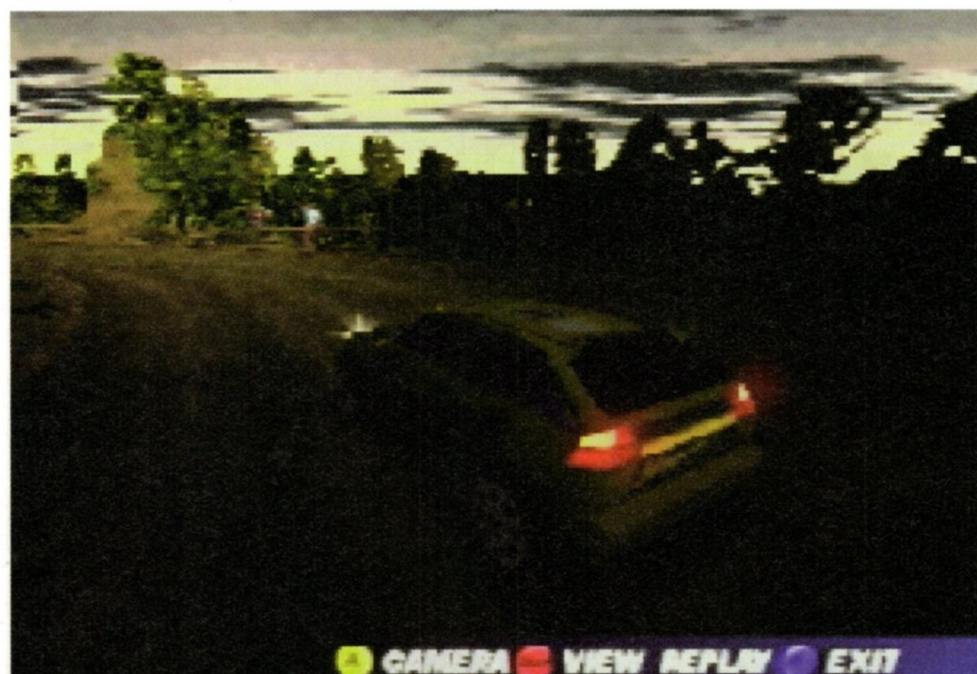


ment of the game. After you've dealt with the incredibly touchy control system and conquered the track's many hazards, you'll still have to deal with one more thing: the absurd, stupid, ridiculous and monumentally dumb artificial intelligence of your driving opponents. Given that the cars have a tendency to smash and roll with the slightest bump on the trackside scenery, it's incredibly - and I mean incredibly - annoying to have some dumb ass computer driver just smash right into your car when you're trying to do a 3 point turn to drive off again! They drive along totally ignorant of your presence on the track and will smash straight into you with no hesitation at all - ARGHHH!

Graphically, V-Rally doesn't set any new standards in visuals for the N64, although as a racing game its detail and speed suit the game perfectly. Each of the game's tracks accurately represent the region they are from. From the straight, flat plains in Indonesia with their wide, long open straights to the windy snow covered mountain roads of Sweden and the narrow mud layered trails in New Zealand, the trackside scenery is always detailed and interesting. Considering the game's huge number of tracks (over 30), and that the game is cartridge based, this detail is no mean feat and is a welcome change to the 4 to 5 track racing games we've been stuck with in the past. The frame rate main-







### ENVIRONMENTAL MADNESS

V-Rally is filled with all sorts of weather conditions that actually do effect the way you drive your car. From sunrise to sunset, these conditions must be taken into account if you want to take home the first place trophy. Here are some listed below:



#### FOG-

For once the 'dreaded fog' effect has been used with positive results. Once you think you've mastered the tracks in V-Rally, just try and race them with foggy conditions. Visibility is greatly reduced, which sets your nerves on edge as corners literally pop up in front of you.



#### SNOW-

As mentioned in the review, snow slows steering responsiveness so you have to take corners much more carefully. Just go easy on the gas!



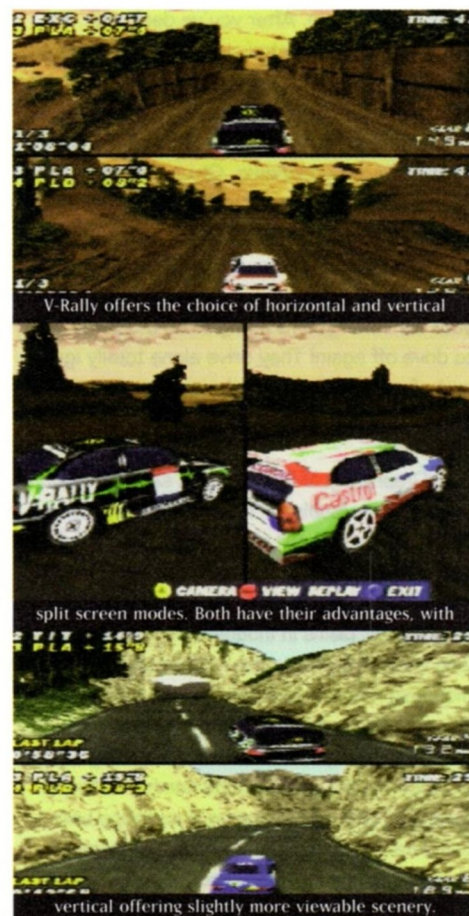
#### NIGHT DRIVING-

Like the fog effect, night driving also reduces visibility. Your headlights light the way, but only for a short distance. Nerves of steel are needed for a good lap time. Placing in the night races is one of the hardest things to do in V-Rally.



#### RAIN-

Rain has little effect on your car's traction, so just put the pedal to the metal!



V-Rally offers the choice of horizontal and vertical

split screen modes. Both have their advantages, with

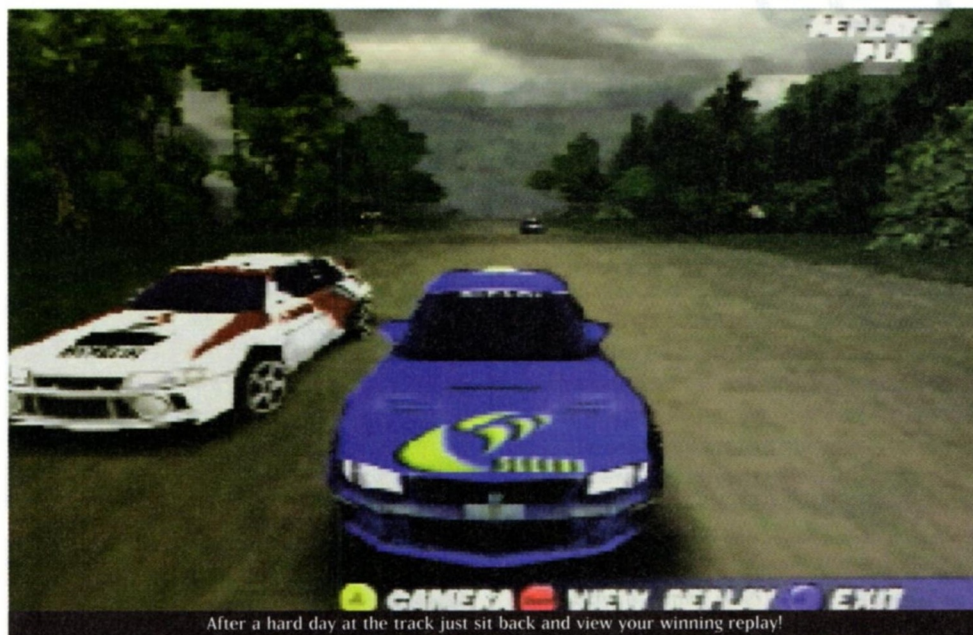
vertical offering slightly more viewable scenery.

tains a smooth steady pace throughout the game, even when there are four cars jostling for position on-screen. The two player screen is bordered and the pop up is increased in this mode, but surprisingly it doesn't really detract from the gameplay.

As far as audio's concerned, there isn't really all that much in the game. There's reasonable music that covers the game's setup screens and the intro, but in-game music is nowhere to be heard. The presence of your co-driver's voice is some concession, with "long easy right" and "medium left" constantly pouring from the N64 as you glide around the courses, but the option for some in-game music certainly wouldn't have gone astray. You'll probably be concentrating so much while listening to the co-drivers speech that you'll not notice the lack of music anyway.

As an overall game V-Rally 64 is a dream come true for fans of the art of rally driving. There's no question that the game aims at becoming a simulator more than an arcade experience and even in the game's arcade mode the controls can be too unforgiving for arcade fans to handle. Still, no other game on the N64 offers the variety of tracks and complexity of the driving engine that V-Rally does. If you persevere through patience there's a huge amount of enjoyment that the game offers experienced players - it's just a pity that the V-Rally can't cater for every N64 owning driving fan out there.

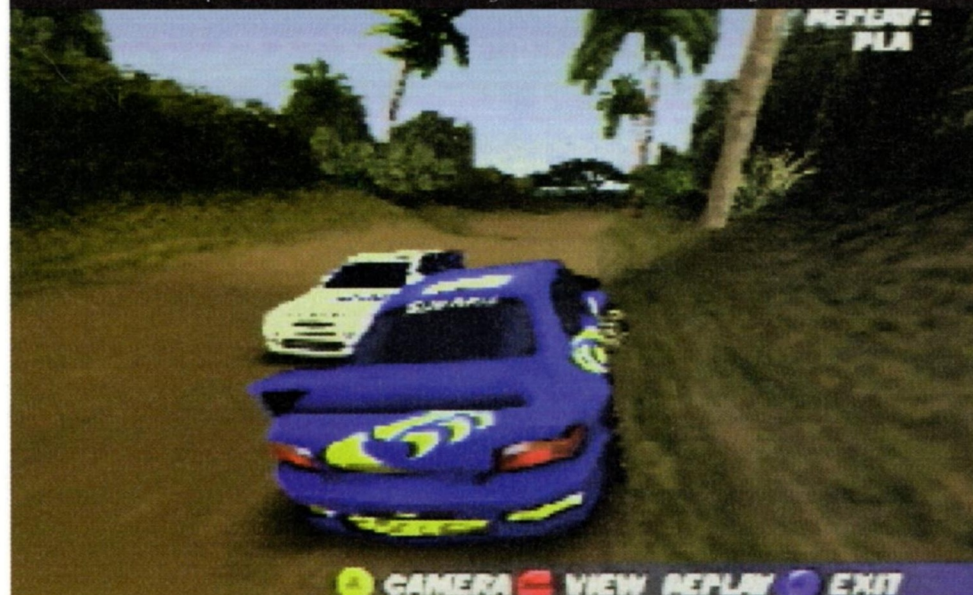




After a hard day at the track just sit back and view your winning replay!



The Subaru Impreza is one of the best cars in the game, as it has excellent handling and acceleration.



This was one of my half-assed attempts to do the course backwards - while the traffic was going forwards, of course!

## SECOND OPINION

After giving V-Rally a good thrashing I was pleasantly surprised. Not being overly impressed by the Playstation version I looked at a few months ago I was a bit sceptical about the N64 game but I enjoyed this version much more. It goes without saying that the graphics have been improved significantly, but what I was most impressed with is the game's control. The game works brilliantly with the N64's analogue stick to create a very accurate rally driving experience. Some players may be put off by the realistic physics that send the car into violent spins whenever you crash into the sides or lose it on a corner, but patient drivers will quickly learn how to master the controls of their cars and enjoy this challenging rally simulation. **-Narayan**

## THUMBS UP



- Nice visuals,
- plenty of tracks and
- plenty of options

## THUMBS DOWN

- Complex driving model may put people off



PUBLISHER: INFOGRAMES

DEVELOPER: INFOGRAMES

GENRE: RACING

RELEASE: EARLY DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: IN CART

## GRAPHICS



## SOUND



## GAMEPLAY



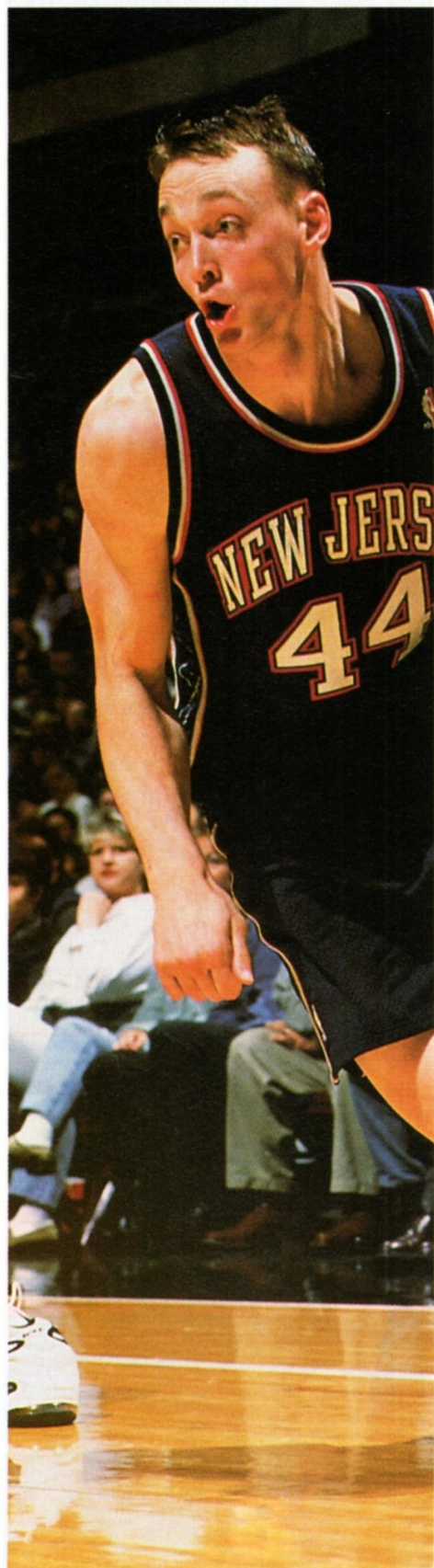
## OVERALL

8 | 10



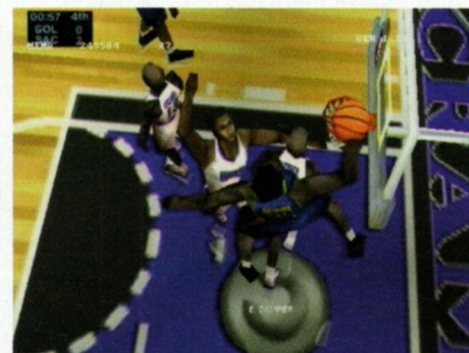
# NBA Jam '99

He's white and he can't jump, but Jack Curtis still loves a game of basketball



When first released, NBA Jam revolutionised the game of video basketball. Incorporating a less than realistic approach, over-the-top action, and gravity-defying dunks, it spiced up a sport that was previously enjoyed by die-hard fans only. So when it was announced that NBA Jam '99 was arriving on the N64, the stage was set for yet another extreme, in your face basketball sim, full of the customary elements that we had come to expect from Midway. However, that was then.

Emerging this year is a new NBA Jam, and similar to its publisher and developer, it has undergone many changes. The first, most obvious difference, is that NBA Jam is a typical 5 on 5 basketball sim. Gone are the off-the-screen, triple somersault with a twist jams. Instead, they have been replaced by authentic play styles, the strategy and fast-pace of real-life basketball, all wrapped up in a very impressive graphical package similar to that of NFL Quarterback Club '99. Containing a countless array of features, Midway has adopted the more standard approach, in an attempt to re-enter a genre that is already saturated by realistic basketball sims. Having to improve on its previous effort, NBA Hangtime, a basketball game that looked and played more like an arcade game than it did a sports simulation, NBA Jam '99 will have to compete with Kobe Bryant's NBA which has already been hailed as the best basketball game for the 64-bit con-



All your slams and dunks are played back immediately



thanks to the game's automatic replay mode

sole. The big question is: Will it satisfy hungry fans of the genre?

For starters, NBA Jam is fully licenced including all 29 NBA teams and arena floors, over 300 polygonal players with true-to-life faces, advanced calling system, 500 motion-



You'll find yourself fouling people (knocking them on their ass) quite often in this game.





The far back view allows you to take in all the on-court action as well making it easy for you to marvel at the game's high resolution graphics.

captured moves, total team management, official arena theme songs....the list goes on. The controls in NBA Jam '99 have made the leap from the three button combination of shoot, pass and turbo, to the more complicated setup familiar to basketball sims. Unfortunately they have also brought with them a slightly sluggish feel, lacking the fluidity required to maintain the fast-paced on-court action. Instead of the usual four play calls in other games, Midway lets gamers use

almost 50 in NBA Jam '99, including both offensive and defensive plays. You can of course also trade players with the computer, but this time the CPU will actually judge whether or not to make a trade based on a variety of factors. Signature moves and free throw routines really add to the depth of the game. If you're a seasoned basketball devotee, you'll really get off when you see Pippen's patented finger roll, Iverson's cross-over dribble and Mason's one-handed shoot.

Moreover, if you're really basketball mad, you'll notice that all players possess their real life skills and attributes, making for some heavy realism. In addition to the numerous NBA players, you also have the opportunity to create-a-player, create-a-team and customise your team's style of play. Midway has gone to Herculean efforts to cram as much as possible on the cart, and aided by the 4mb memory expansion pak we had at the offices, they've managed to do a mighty fine job.



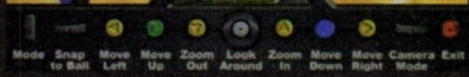
The variety of camera angles allow you to view the action from almost any point.



## ROCKIN' REPLAYS



Like most of the other Iguana sports games, NBA Jam '99 has an excellent replay feature that allows you to watch the past action from virtually any angle. View your slams and dunks over and over again and zoom right in to appreciate the high resolution graphics. The replay mode will be the cause of a great many lost hours in front of the N64.



Passes, throws and slams are all animated perfectly



and all in gorgeous high resolution. Mmmm...

Visually, NBA Jam '99 is the pick of the bunch by a long, long way leaving the other contenders 'in the blur' (not in the Zone). With the 4mb memory expansion pak, the game runs in high-res and at a hefty frame rate. Animation is detailed and the seams of polygons almost impossible to pick up. Despite the crowd being merely 2-D static bitmaps, this really doesn't detract from the game allowing more power for the on-court graphics. Another minor flaw is that the players' faces are supposedly replicas, however they are somewhat difficult to recognise. All in all, though, NBA Jam '99 is a graphical treat, perhaps even more attractive than Lara Croft "au natural".

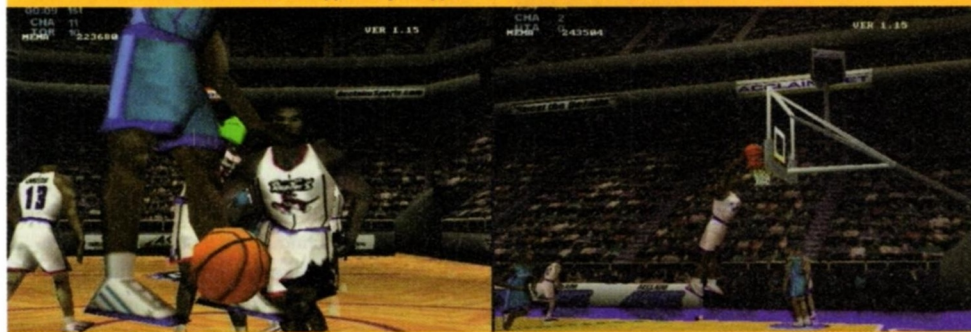
The sound in NBA Jam is not as over the top as its predecessors, yet they have managed to do a sterling job nonetheless. It contains an advanced calling system unlike any other basketball game and complex play-by-play commentary from TNT's Kevin Harlan and NBC's Bill Walton. In addition to that, the different arenas come to life with team songs such as the New York Knicks "Go New York, Go," accompanied by arena announcing by Dan Roberts of the Utah Jazz. Although not being the main feature of the game, as far as sport sim sound goes, this is as good as it gets.

Personally, if you enjoyed the characteristic rough and tumble thrills and spills of the classic NBA Jam, then you may be disappointed. If, however, you search for a truly decent basketball sim, loaded like a 12 gauge shotgun with features, then this may well be the light at the end of the hoop.

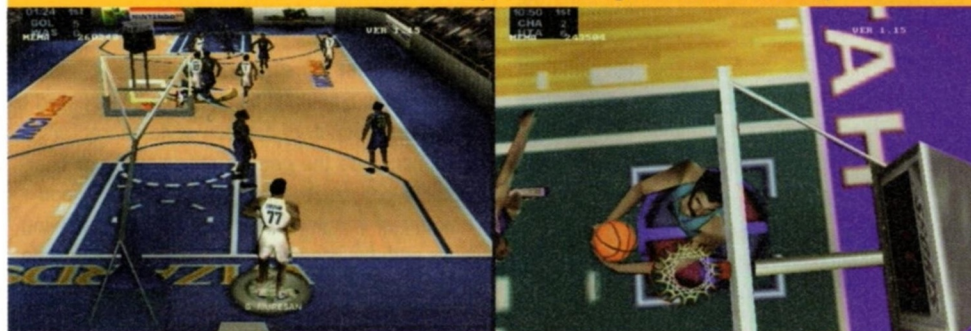




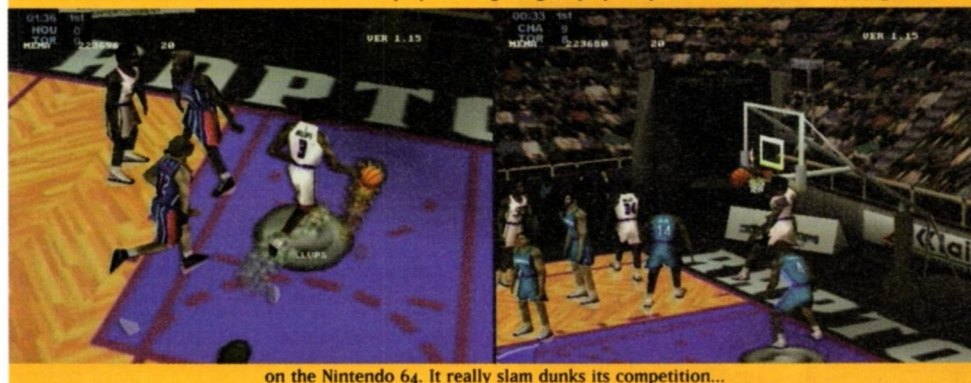
Like Quarterback Club '99, NBA Jam '99 maintains a smooth frame-rate even when there's



more than ten characters on-screen at any one time. Next generation stuff? Definitely.



Court reflections, excellent detail on the players and great gameplay complete the ultimate basketball game



on the Nintendo 64. It really slam dunks its competition...

## SECOND OPINION

Anyone looking for some good basketball action, and were disappointed with Kobe Bryant's sedate pace, will be quite happy with NBA Jam '99. The high res visuals, multitude of options and plenty of teams and players on-hand will result in many late nights for basketball buffs. That said, the game doesn't have the 'slam, bam, thank you mam' dunks and action of the old 2D version, as NBA Jam '99 aims to be more realistic than the other NBA Jam titles (and the option of slamming peoples' heads into the court surface wouldn't have gone astray). Still, it's highly recommended for sporting fans.

-Robert

## THUMBS UP



- Stunning hi-res visuals
- Enough features to keep you coming back again and again
- The power increase given by the 4mb memory expansion

## THUMBS DOWN



- Despite the frame rate, the game moves a little slowly

PUBLISHER: **ACCLAIM**

DEVELOPER: **IGUANA**

GENRE: **BASKETBALL**

RELEASE: **LATE NOV**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1-2**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **YES**

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

**8.5** | 10



# Starshot

Mario in space? Narayan takes a look at the latest N64 platformer

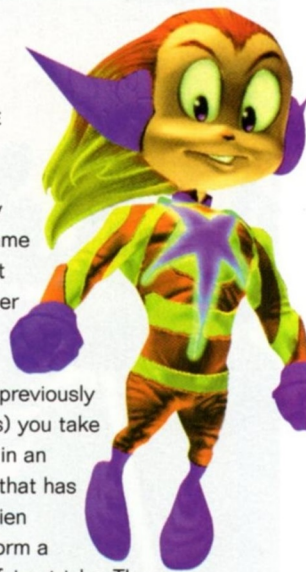


**T**ROY WILL BE PLEASED to know that

someone has finally made a platform game with a storyline that doesn't involve either saving your girlfriend or the universe. In *Starshot* (previously called *Space Circus*) you take control of a juggler in an intergalactic circus that has a strange cast of alien creatures who perform a variety of death-defying tricks. The problem is that the owner of the circus borrowed a few trillion spacedollars to pay for his gambling debts and now the bank wants it back. Unlike today's banks that simply sue you for the money, the debt collector for this bank is a robot with 50 megaton thermonuclear warhead strapped to it which informs the circus that if they don't pay up in ten days they'll end up as space debris orbiting a nearby asteroid. The only way to come up with 3 trillion spacedollars in ten days is to find some incredible performers, and that's where you come in. The design of the game involves you roaming around a huge variety of alien worlds in search of star performers to save your struggling circus.

## ***A wild cast of characters***

AS SOON AS *STARSHOT* loads up you're treated to a colourful bunch of cartoon-style characters that introduce the game's storyline. Each character is constructed well and displays a good amount of imagination. From the cigar chewing boss with his receding hairline to the cute little robot that looks like a cross between R2D2 and a fire hydrant, they all have their own unique style. Naturally the most effort has been saved



Just some of the goons you have to deal with in *Starshot*





Boy, I thought I was a freak until I saw your ugly ass.

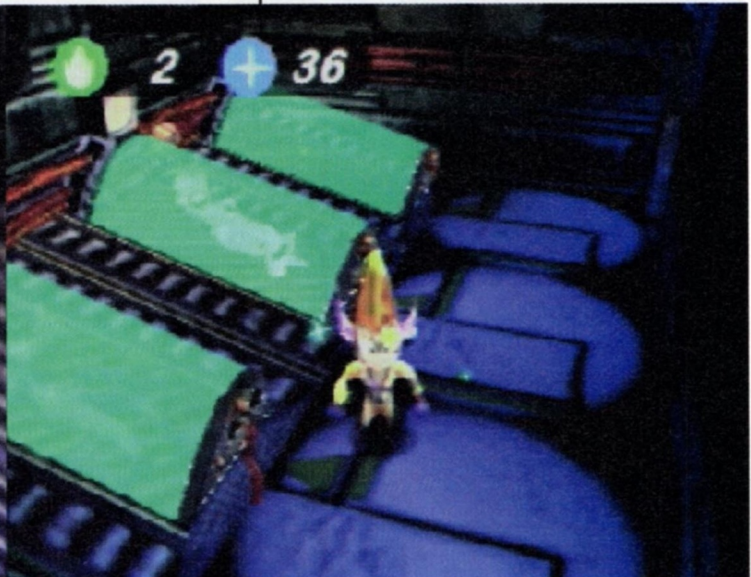


interesting looking aliens and a really vivid colour palette to create some amazing scenes. It's just that the jerky frame-rate and the awkward camera angles make it difficult to appreciate the game's graphics.

#### A shooting star


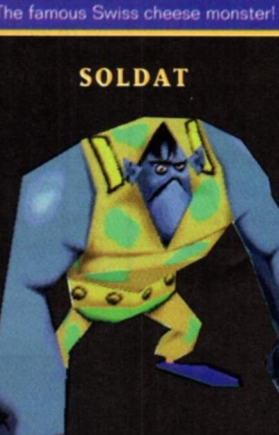
Starshot has a lot of interesting ideas and as you play the game you'll appreciate that the programmers have put a lot of effort into it. The first level of the game presents you with a series of interconnected tropical islands that you must explore as you try to seek revenge by finding and destroying the rival circus' space-

ship. Your character can perform a similar move to Mario's acrobatic triple jump that lets him navigate the difficult platform environment and he can even throw stars made out of pure energy to vapourise his foes. Starshot's coolest move would have to be the way he can fly around the worlds. He has a pet rocket that hovers in the air just next to him. By tapping the jump button twice, Starshot can grab onto the rocket and take control of it. Being able to fly absolutely anywhere is a brilliant feature. The only bummer is that you have to collect a lot of fuel icons because the rocket chews through them pretty fast. Initially wandering



Some of the 3D environments in Starshot are very detailed, which makes others that are sparse and bland look even worse.



 <p><b>FANTAS</b></p> <p>This guy rolls tactical nukes at you!</p>	 <p><b>FANTOM 1</b></p> <p>Cartman makes a guest appearance!</p>	 <p><b>REQUIN</b></p> <p>He hasn't worked since Jaws 2001</p>
 <p><b>ROBOT</b></p> <p>Try not to laugh your ass off at him!</p>	 <p><b>SUPER</b></p> <p>The famous Swiss cheese monster!</p>	 <p><b>MERCEN</b></p> <p>He swallowed an ironing board!</p>
 <p><b>MONSTER</b></p> <p>The new generation of marijuana!</p>	 <p><b>SOLDAT</b></p> <p>Check out Steve's ex-girlfriend!</p>	 <p><b>GENERAL</b></p> <p>How about his current one!</p>
 <p><b>BINGO</b></p> <p>Steve and General's love child!</p>	 <p><b>SPUDBOY</b></p> <p>The braindamaged are scary, huh?</p>	 <p><b>FANTOM 2</b></p> <p>Earthworm Jim's partner in crime!</p>



Believe me, it'll do wonders for your bowels!



What kind of an idiot lives in a purple house?



Still, what kind of an idiot has blue and yellow hair?

around the alien world is quite enjoyable. Starshot controls responsively and the world is packed full of funky things like enormous fish that swallow you whole, bikini-clad police-women who look like they've just stepped out of an episode of Baywatch and killer robots packing high powered laser rifles.

The main problem with this game is that you are continually killed in really annoying ways. One good example was on the first world where you have to make it all the way to the end of a long wharf that stretches over the ocean. This is practically impossible because there are dozens of sharks that leap over the wharf and if one of them touches Starshot, you get knocked into the ocean where you can try to swim back to shore but you know that one of the giant fish will always eat you. It's so frustrating to get 99% of the way along only to get knocked into the water and have to do it all again. Another problem with the game is that the different objectives are often confusing and are scattered all over the huge levels. Luckily





What are you smiling about about buddy? I'll kick you square in the nuts and see who's smiling then.

the game has included a map with a flashing circle representing the location of the next objective but it would have been much better if the objectives were just presented in a logical order so you could find them yourself. Most of the game's objectives are quite interesting and involve you performing a variety of insane antics. Unfortunately their execution makes them a frustrating experience. On the second world you'll find yourself on a weapons testing range. You have to use your own rocket to fly in front of the missiles so you can lead them to some funny little aliens holding targets over their heads. This task is extremely annoying to complete because the rocket is very fiddly to control and it only lasts for a few seconds before you run out of fuel. Starshot's designers obviously noticed how annoying the game could be because they've given you unlimited lives so that you only have to replay from the point of the last checkpoint. This makes it a lot easier to accept the frustrating features but it's no substitute for enjoyable gameplay.

### Muppets in space

Banjo-Kazooie has obviously started a trend of using amusing animal sounds for the characters conversations. The weird cast of aliens in Starshot have even managed to improve upon the sounds in Banjo. These guys sound hilarious as they converse in many unusual sounding languages. The music isn't quite as amusing as the speech but it suits the game fairly well. As you bounce around the alien worlds you'll be treated to a range of lighthearted melodies that wouldn't be out of place in any Disney cartoon.

Starshot is a game with a lot of potential. It has wildly original alien worlds to explore and a compelling storyline. Unfortunately, awkward gameplay spoils what could have been an N64 classic. Starshot is not without its enjoyable moments and there are a lot of interesting things to do as you explore the game's unusual environments. It's just that you have to have a good deal of patience to put up with its frustrating features.



This tank may look cool but you can't control it - Doh!



This is the entrance to the magical castle of Mr. Flibble

### SECOND OPINION

Another game with nice ideas that just seems to fall apart in its execution. Starshot looks like another Mario clone, but it lacks the look, style, design and central character that Mario 64 has. Other than that, I found the game quite annoying on several occasions - to the point of giving up, throwing down my pad and walking away. Still, the game does have some nice points, and these make up a mediocre game that is probably best served as a rental over a weekend. If you liked Mario, Banjo and to a lesser extent, Gex 64, then this game is probably worth a look for you. -Steve



### THUMBS UP

- Imaginative and colourful graphics make this a feast for the eyes
- A good variety of alien worlds that are interesting to explore

### THUMBS DOWN

- A less than silky frame-rate and awkward camera angles make it difficult to follow the action
- Unfair gameplay can lead to many frustrating deaths



PUBLISHER: INFOGRAMES

DEVELOPER: INFOGRAMES

GENRE: 3D PLATFORMER

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: NO  
SAVE GAME SUPPORT: IN CART

### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

7/10



A V S D A

Australian Visual Software Distributors Association Ltd



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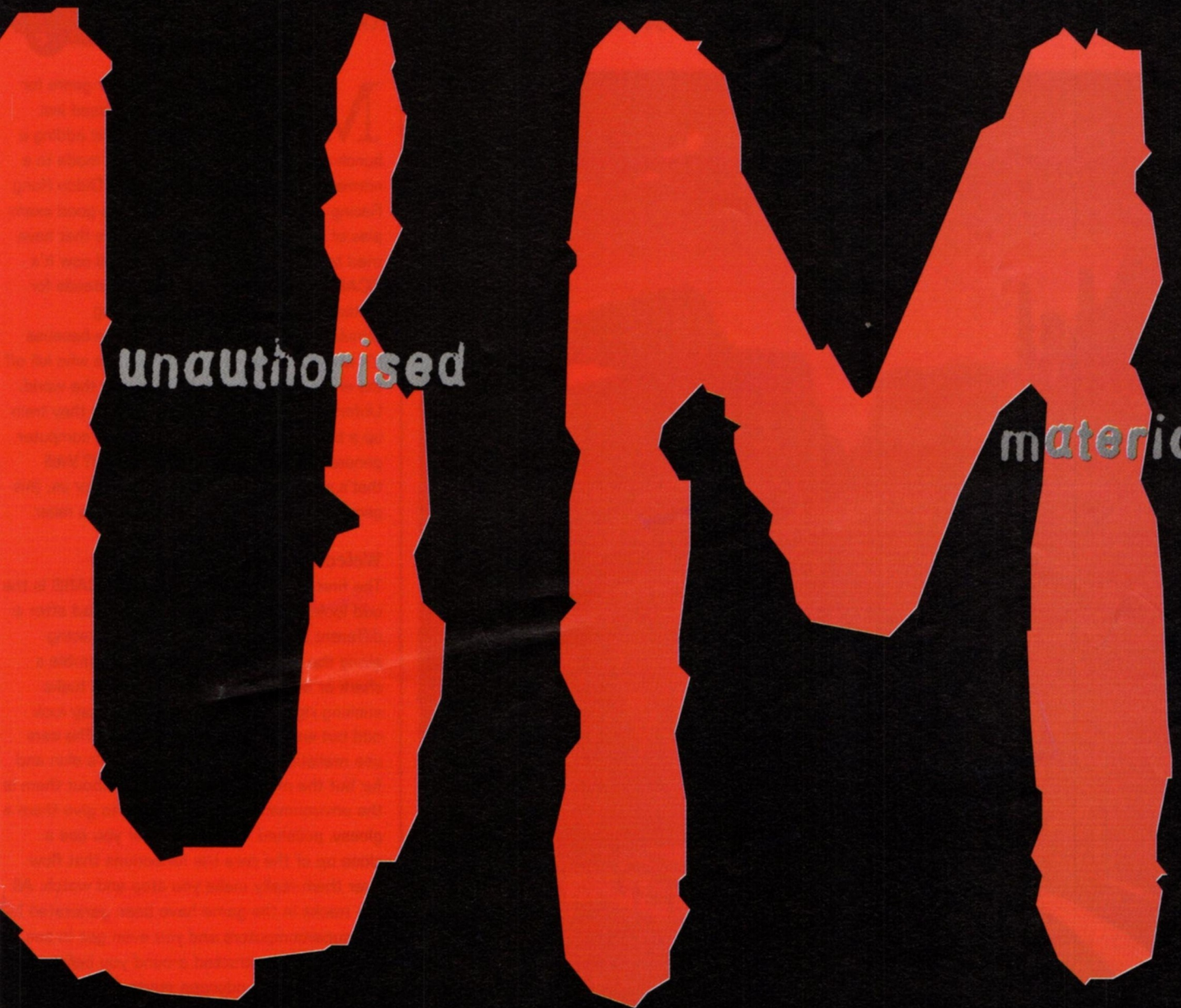
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# S.C.A.R.S.

Narayan jumps into an elephant to test drive the latest N64 racer



**M**ario Kart started a popular genre for the N64 when it was released last year. The game proved that adding a bunch of weapons and a four-player mode to a normal racer makes for a lot of fun. Diddy Kong Racing and Snowboard Kids are two good examples of similar weapons-based racers that have tried to copy Mario Kart's style. Well now it's SCARS turn to have a go. SCARS stands for "Situational Computer Animal Racing Simulation". The game got this name because it's about a bunch of supercomputers who kill off the entire human race and take over the world. Unfortunately, they get a bit bored so they train up a bunch of animals to race around computer generated race tracks. Sounds stupid? Well that's probably because it is. Luckily for us, this game translates into a pretty enjoyable racer.

## **Welcome to the Animal Farm**

The first thing you'll notice about SCARS is the odd looking cars. Each one is modelled after a different animal. You'll find yourself racing along the tracks in vehicles that resemble a shark or an elephant which even has tusks sticking right out of its front. They may look odd but each one is highly detailed. The cars use realistic textures for the animal's skin and fur but the most impressive thing about them is the environmental mapping used to give them a glossy, polished look. Whenever you see a close up of the cars the reflections that flow over them really make you stop and watch. All the tracks in the game have been generated by the supercomputers and you even get to see them being constructed around you before each race. The landscape starts out as a plain wire-frame, then textures are added and lastly all the details like trees, cars and power-ups are added. The tracks themselves offer a lot of variety. Environments include things like a



Design cars on wild animals. Weird? Damn straight.





Courses take place over a variety of different seasons

rocky trail that winds its way along the bottom of a huge canyon, sandy deserts with abandoned oil drilling stations scattered along the sides of the track, grass plains that take you through the ancient ruins of some lost civilisation, snow-covered hills with ice-swept hillsides and even a tropical island with flaming lava flows that spill all over the track. SCARS also features a lot of lighting effects that add to the game's atmosphere. The glowing trails of the fireballs and other projectile weapons look great as they fly after an enemy car and some tracks have street lights by the side of the track that are surrounded by transparent light which illuminates the road and the cars as they drive past. The cars even have headlights that you can use on night races and they light up a small section of the track in front of you.

SCARS frame-rate is another impressive feature - the game's always smooth, even in its multiplayer modes. Another thing you'll notice in SCARS is that you won't see any annoying pop-up in the game. Unfortunately, this is accomplished by putting tons and tons of corners in the tracks, so don't expect to see any long stretches of road. The action is always silky smooth but it's in the four player races that you really appreciate the frame-rate. It's



The courses are quite detailed and colourful, it's just a pity there are so many corners in them.

so refreshing to see a really smooth multiplayer game because in too many games the action gets jerky when four players are fighting it out.

### Mario Kart Look Out

As soon as you pick up the pad you'll understand that this isn't a serious racer (as if the fact that you're driving something that looks like a shark with wheels didn't give you a bit of a clue). You don't have to worry about precise racing lines and perfectly executed powerslides in this game. A simple few taps of the brake are more than enough to get you around every corner in the game - you don't even have to take your finger off the accelerator. While this may turn off racing fans

after a realistic simulation, the rest of us will appreciate the simple control because it means that all you have to worry about is blowing the crap out of the other racers.

You won't be disappointed by the range of weapons available in this game. There are plenty of standard things like fireballs, guided missiles and mines but the most enjoyable weapon is definitely the Time Bomb. When you pick this weapon up a skull 'n' crossbones appears above your car with a timer that



Like WipeOut, blasting the crap out of your enemies is essential to winning. Like Mario Kart, the mongrels cheat all the time



## PICKUPS



### BOOMERANG

This thing acts like the red turtle shells in Mario Kart. It offers some protection as it circles you and homes in on nearby enemies.



### BULLETS

This is a standard pack of four laser bolts. They fire straight ahead, so you'll have to aim carefully to make a kill.



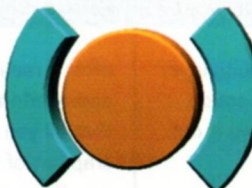
### MAGNET

This weapon's a classic. It magnetises a portion of the track, trapping all who drive over it. An excellent weapon.



### SEEKER

The homing missile also locks onto enemies but it can travel much further. Victims will have to be quick to activate shields.



### SHIELD

There aren't any prizes for guessing what this does, so I'll just tell you about the time I dated Drew Barrymore... (Oh shut up -Steve)



### STINGER

This is like an electric version of those tyre spikes the cops drop on the roads to stop maniac drivers. Nice and deadly.



### STOPPER

This power up leaves an electric fence behind that fires anyone stupid enough to drive into it. Try leaving it in awkward places.



### TIME BOMB

A timer counts down until detonation. You can pass it on to other drivers if you're close enough. Very dirty indeed!



### TURBO BOOST

Collecting this gives you three quick boosts of speed, but it is possible to charge it up into a single super boost of speed.

starts counting down. By pressing the trigger you can throw the bomb from car to car like a hot potato. However, intelligent drivers will soon learn to keep the bomb until it only has one second left, so that when you chuck it onto your opponent they'll have no time to do anything before it explodes. It's good to see that the computer players are also happy to shoot each other. At one point there were two

racers ahead of me, I shot one of them in the butt which just made him mad so he shot the other guy and I just screamed past as both of them crashed and burned. The tracks themselves are quite long and even include many short-cuts. Most of the time the only way you discover these short cuts is by following the computer players but



Put this curse onto someone else before it expires!



Be sure to pick up every power up that you see.

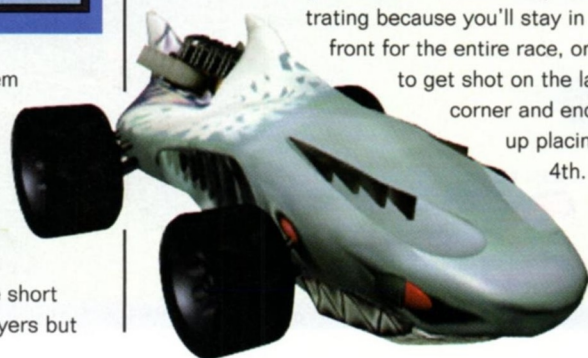


Jump over these electric fences or you'll fry, buddy.

once you find them it's easy to start cutting your lap times down.

Unfortunately, after you've been playing for a while you'll notice a few annoying features. One of the weapons in the game is an electric fence that covers the track (you have to hit the jump button to avoid them). The problem is that some of them get dropped in spots that are impossible to avoid like just over rises in the road so you can't see them or on hills where you can't get enough height to jump them. Another problem is that the computer players cheat their asses off just like they do in Mario Kart. No matter how hard you slam the computer players or how fast you drive, they stay in a pack behind you. This means that

many races can be extremely frustrating because you'll stay in front for the entire race, only to get shot on the last corner and end up placing 4th.







SCARS graphic engine manages to draw over six cars on-screen at once without any slowdown at all!

The multiplayer games are definitely SCARS' strongest feature. Not only do you have the usual versus mode but this is the first game to actually let you compete in a four player grand prix. All the multiplayer modes are tons of fun thanks to the smooth frame-rate and the enjoyable weapons.

### Enough with the Thumping Techno

SCARS isn't going to be winning any awards in the sound department. F-Zero had its funky guitar riffs and Mario Kart had the usual range of catchy Nintendo tunes but SCARS only has a very, very ordinary range of techno tunes. Each tune sounds like it's been made by some

nerdy guy from the eighties with a synthesizer. Even the best tune is just a simple rip-off of that old "I got the power" song. The game does feature a decent bunch of explosion effects but the dated techno tracks and the total lack of any commentary give this game a very forgettable soundtrack.

Thanks to an enjoyable multiplayer game, SCARS is a recommended purchase for anyone who likes weapons-based racers and has good access to a few friends (that's assuming you've already got Mario Kart and want some more multi-player action). However, the single player game is easy to master and doesn't have the necessary length to keep players interested for long.



The single player game in SCARS

is a tad boring after a while, but

The multiplayer feature is undoubtedly the game's finest feature, just like multiplay is to Mario Kart 64.

### SECOND OPINION

SCARS is a reasonable racer that's plagued by a few problems. The tracks have too many corners and the racing engine really isn't a racing engine. There's little realism included in the driving engine, so SCARS ends up being an arcadey blast-a-thon. Like Mario Kart, it excels in multiplayer mode, though it doesn't have the appeal, charm or overall feel of Nintendo's Mario Kart. It's recommended, but mainly for its multiplayer action. If you're a lone gamer then you should look somewhere else. -Steve



### THUMBS UP

- lots of fun for four players
- simple control method let's you get to grips with the game easily
- enjoyable variety of weapons

### THUMBS DOWN

- the single player game is very simple so it won't last long
- the computer players are annoying because they cheat just like the ones in Mario Kart



PUBLISHER: UBI SOFT

DEVELOPER: VIVID IMAGE

GENRE: RACER

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

### GRAPHICS



### SOUND



### GAMEPLAY



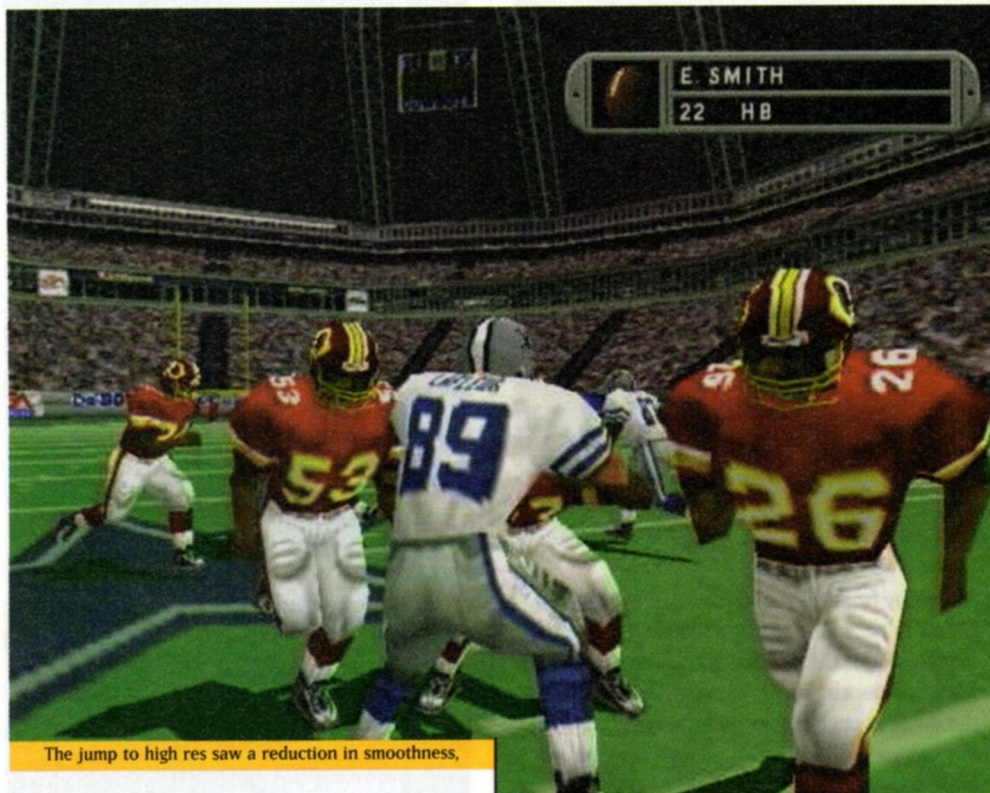
### OVERALL

7.5 | 10



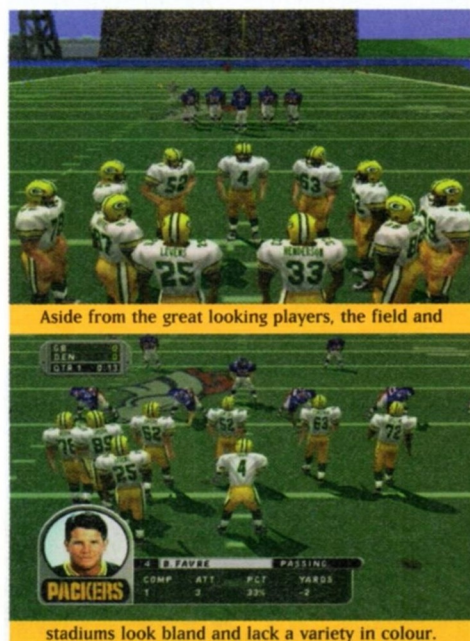
# MaddenNFL '99

As the resident NFL nut, JACK CURTIS found out if Madden could still call the game



The jump to high res saw a reduction in smoothness,

**F**OLLOWING HOT ON THE HEELS of Midway's NFL Blitz comes the latest in a long line of Madden NFL games, Madden NFL 99. After the relative disappointment of last years effort, the EA team has addressed many of the game's flaws that led to Madden 64 becoming almost as boring as serving tea and scones at the retirement home. Back in the hey-days of SNES and Megadrive (can you still remember?)



Aside from the great looking players, the field and

stadiums look bland and lack a variety in colour.



Good graphics, but the Madden gameplay is better

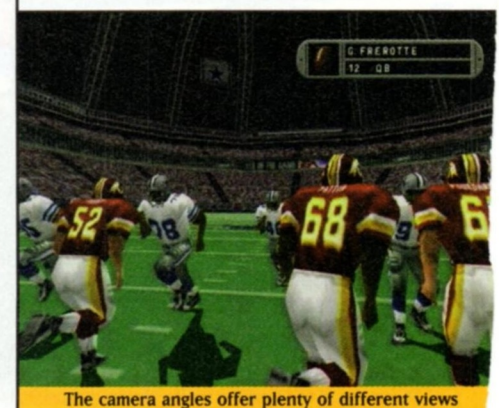
frame-rate and a loss of detail when compared to Madden 64

Madden had the stranglehold on the NFL genre. But lately, Madden's reign has been challenged by games such as NFL Quarterback 98 and the previously mentioned NFL Blitz. Madden NFL 99, however, starts off on a new foot, giving NFL-sim freaks yet another opportunity to touchdown with ol' John Madden.

New player animations, new moves, better AI (artificial intelligence), and hi-res graphics all combine to make this game significantly better than its tired looking predecessors. Madden games have always been acclaimed for their detail in gameplay, and 99 is no exception. With a playbook almost as old as Madden himself, the choice of plays are seemingly endless. Unlike the fast-paced, slam-action of Blitz, Madden's gameplay goes to much greater depths. With a franchise mode, full NFL licensing, play editor, 110 current and classic NFL teams, new tackling animations, full season stats, schedule and standings and the option to create your own custom team, Madden will have die-hard NFL freaks yelling for more.

Madden fans will feel very comfortable with this game, the control and playing style being almost identical to previous efforts. For beginners, EA has added an optional one-button control scheme to make it easier to get into the game. The running game has been

improved, although the blocking is a little weak. The hits are bigger, the detail flashier and a wide variety of tackles helps keep the action from getting boring. The computer defence plays much smarter than in the last Madden, making breakthroughs a far more difficult task. Complementing this is the computer offence, whose management of the play is more switched on, including running down the clock when you desperately need the ball. Multiplayer with a friend is your best bet as far as an even matchup goes, but for the NFL devotee, the challenge is there. Perhaps the best new addition to Madden 99 is a franchise mode that lets you play through several seasons as one team. This increases the long-term appeal of the game, giving the opportunity to play through a season, draft new players, pick up free agents and build a team that will rule the league year after year. The other main draw card of course is the NFL licence which has enabled EA to include more than 100 past and present NFL teams. These include 30 current NFL teams, 85 all-time and super bowl teams and loads of secret teams. All this leads to the conclusion that if it's in the NFL, then, as the EA team says: "It's in the game".

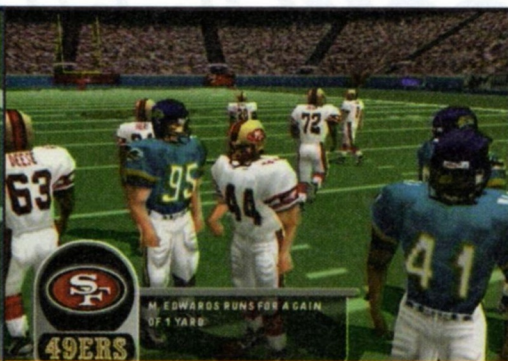


The camera angles offer plenty of different views





Some of the touchdown animations are way cool!



A 1 yard gain? Hey number 95, you suck!

The graphics of Madden 99 prove to be another high point of the title. The menu graphics are unimpressive, but functional, while the 640x480 high resolution in-game graphics are a marvel to look at, especially in the replays (a most worthy addition). Player detail is nothing short of amazing, right down to the individualised names and numbers on the back of the jumpers. All this graphical detail, however, causes the inevitable appearance of slowdown. The players' movements are sometimes jerky and their runs sometimes lacking in animation. There is some compensation for this slowdown in the game's extra details such as nice catch animations that make fingertip catches look as amazing as they do in real life. EA's traditional 'virtual stadiums' are all recreated faithfully, having been given a bit of a polish. The 2 dimensional sprite line judges are a blemish on the game's visuals, as they look totally out of place but it detracts very little from the game itself. All in all, the graphics are the game's crowning glory, using EA's new engine to really draw some grunt out of the Nintendo's rarely tested custom graphics hardware.

The sound is scarcely up to scratch, despite the crowd noise adding a little to the excitement. The sound effects during plays are credible, but nothing to write home to Ma about. The music, although never a major feature in any sports game, gives a real incentive to get out of the menu, sounding like elevator music's greatest hits. Compared to other EA

titles, Madden 99 is entirely too quiet, the commentary only appearing after the play has finished, and even then it's still mediocre. There is the occasional commentary from Madden and Summerall, but it's just not enough to make it even remotely resemble TV coverage or some of the better sports sims out there. Compared to the 'in your face', action-following commentary of NFL Blitz, the sound in Madden 99 comes up a few branches short of a tree.

For dedicated NFL fans, Madden 99 is the first and foremost on the market. It has the detail, the stability and an overwhelming amount of options that will keep the sim-fanatic glued to the box until the cows come home. For those looking for a simpler, easier introduction to the game, NFL Blitz is the key. It lacks the impressive hi-res graphics of Madden and proves to be no match when it comes to in-depth playability. Where Blitz lacks in detail, however, it makes up in simple, action-packed fun, offering a more user-friendly alternative for those only seeking a quick run around the turf. Madden 99 has made a definite improvement on last year's disappointing shortcomings. A lot more has been incorporated within the game, including the air-brush they used to slim down John Madden's belly in the opening photo. Madden followers, feeling cheated by Madden 64, now have the chance to rekindle their faith in the footballing icon. Although not a recommendation for all sports buffs, if NFL's your game then Madden 99 is the name.



Keep your head still and I'll kick it for a conversion!



Ok, this guy's dead. Send in a replacement...

## SECOND OPINION

Personally, I've never been a real fan of NFL games. They come across as way too strategic, and that's why I took a liking to NFL Blitz. Madden '99 appears way too simulation-based for me, and in many ways I prefer the original Madden 64's gameplay as it was smoother and more playable (the increase in resolution affected the gameplay too much). To sports fans that don't really know anything about NFL, I can't recommend this game. Die-hard NFL lovers will want to take a look though.

-steve

## THUMBS UP



- Tasty, hi-res graphics
- The in-depth gameplay you've come to expect from Madden
- A real treat for NFL-sim addicts

## THUMBS DOWN

- Shabby, infrequent sound
- A little too complicated for those seeking an easy introduction to the game



PUBLISHER: **ELECTRONIC ARTS**

DEVELOPER: **ELECTRONIC ARTS**

GENRE: **FOOTBALL**

RELEASE: **NOVEMBER**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1-2**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

**8** | **10**



# Quarterback Club '99

Another boring sequel? Jack Curtis thinks otherwise...



Graphically, Quarterback Club '99 really has some of the best visuals seen in any videogame to date.

The video game NFL season is shaping up well this year with a host of games crashing their way onto your cartridge. With sharper graphics and an exclusive NFL license in its favour, NFL Quarterback Club '98 managed to beat Madden 64 in a hotly contested match last year. Despite this initial victory, QBC '98 was far from a faultless game. The game had a series of problems, mainly concerning the AI and the speed of gameplay. Despite these problems, the good news is that Iguana has made a concerted effort to fix both these nagging problems, as well as add a host of new features. Suffice to say, with EA's quite impres-



Make sure it's only the ball that you pass me, OK?

sive Madden '99, this year's N64 NFL brawl should be a closely contested one which will benefit no one as much as Aussie NFL devotees.

Visually, Quarterback Club '99 is stunning, having a higher polygon count and faster gameplay than its predecessor. When we first loaded the cart we assumed that the opening sequence was a pre-rendered introduction. So you can imagine our amazement when what we supposed to be the opening sequence was in fact in-game graphics. Hi-res as ever (640 x 480), QBC '99's graphics are notably better than last year's. Thanks to improved player models and more detailed textures, the polygonal players are detailed right down to the tracks on the bottom of their shoes. They even have legible player names and numbers on the back of their jerseys. This is largely thanks to the new 4 meg expansion cart courtesy of Nintendo. This is not to say that the game is bad without the 4 meg cart. The game runs at the same blistering speed and has the same silky feel, but lacks a substantial part of the player's animations and some of the game's refinement. Iguana has also included more motion-captured moves to the game's already substantial library of custom moves, and even a few more end-zone celebra-



Excellent character animations.



smooth frame-rates with plenty of characters on-screen



are just some of the reasons why QBC looks brilliant.

tions. Those of you who noticed last year's slightly sluggish game speed and bizarre physics will be pleased to know that Iguana's new engine has eliminated these problems.

As any veteran sports gamer knows, however, it is gameplay, not graphics that makes a decent game. This time around Iguana has listened to gameplay criticisms raised at the first incarnation of the QB Club series for Nintendo 64, and thankfully hasn't made the same mistake for the sequel. Mainly, Iguana has paid some major attention to the game's AI. Since it has a great game engine already in place (QBC '99 uses Iguana's spicy new engine that made its debut in All-Star Baseball '99), Iguana's primary focus is to make sure that this year's





You killed him, number 25. You drag him off the field!



Yeah, you're right. No one's looking this way now, Bob!

game also plays like real NFL (as opposed to last year's, which we believe did not feel entirely authentic). Russell Byrd, director of Acclaim Sports, stated: "We have three programmers whose only job is to work on the game's AI". Iguana's programming team will no doubt be quite busy digesting all of the information that New York Jets offensive coordinator Charlie Weis fed them to get the AI up to scratch. Brought in as a consultant, Weis tutored the QBC '99 team on how defences and offenses work, down to the most minor details.

Iguana has also introduced an abundance of gameplay improvements. The most appealing is a new proprietary 'analog-passing' system, which allows you to quickly turn in the direction of a receiver to throw the ball. For example, pressing forward left throws to the furthestmost left receiver, while pressing back right might throw to the running back in the right flat. The control is much more intuitive, as opposed to remembering which button to push for a certain

receiver. There are 20 specific plays for each team, each tailored to your team's offensive philosophy. You can also put together your own playbook and save it to a Memory Pak much in the same way as in NFL Blitz.

The sound in Quarterback is one of the only let downs in an otherwise solid game- Two skilled announcers, ESPN's loud Mike Patrick and CBS' Randy Cross, provide calls for Quarterback '99. However their stale play-by-play commentary is seriously bland. Even the touchdown calls are fairly lame. The tackles, hits and other on-field sounds are adequate, but fail to generate any excitement for a seasoned NFL gamer.

Overall, NFL Quarterback Club '99 is a vast improvement from its already worthy predecessor. QBC '99 is a benchmark in NFL gaming combining practically perfect gameplay and graphics almost as good as the real thing. Quarterback Club '99 is the true test of arm-chair quarterbacks everywhere.



No, you're not looking at shots of a TV football game.



An advert for selling the benefits of the 4-meg expansion pak? I certainly think so.

## SECOND OPINION

Two football games this month and I bet you just want to know which is better, don't you? Well, the undeniable verdict is that Quarterback is superior in every way to Madden. Graphics, speech, gameplay and feel - Madden is edged out in every aspect, although not by much in some areas. Still, if you're not a football fan you'll be treading in deep water if you pick up a copy of Quarterback. It's way too simulation minded. Sports fans looking for fun will be better off with NFL Blitz, even though Quarterback is the better game. We recommended that you rent both games and then decide which one you like better as it's a real tough call.

-Steve

## THUMBS UP



- Visuals we would expect to see on the TV
- Improved gameplay and AI
- Polished appearance

## THUMBS DOWN

- Mediocre sound and commentary
- For NFL fans a drop in social performance due to addiction



PUBLISHER: **ACCLAIM**

DEVELOPER: **IGUANA**

GENRE: **FOOTBALL**

RELEASE: **NOVEMBER**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

**9** | **10**



# ExtremeG2

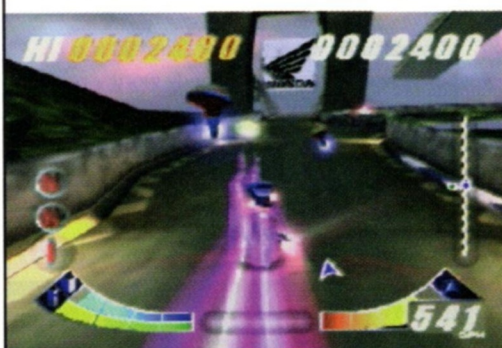
Being the resident motorcyclist, Troy Gorman hopped on for a ride



**E**VER WANTED TO PLAY two games at the same time? If those two games are F-Zero X and Forsaken, your dream has come true. Extreme G 2 has the speed and racing action of F-Zero combined with firepower and atmosphere of Forsaken. This is a racing game with high-powered weapons, where the vehicles are motorcycle-types with canopies to fully enclose the rider.

## Love that fog

AFTER PLAYING FOR TWO SECONDS it becomes obvious this game looks similar to Forsaken. That's because it has been created by the same team. The same post-apocalyptic view has been, again, captured perfectly. What kind of childhoods did these guys have to enable them to capture the 'end of the world' so perfectly? The levels all portray grimness. You can taste the dirt in your mouth and, practically, smell rotting corpses buried nearby thanks to the grim, dark and gothic look of the game. N64 racing games would be almost unrecognisable without fog. Luckily, for



XG2 now supports coloured lighting in-game!

we 'fans of fog' XG2 never fails to deliver in that department. Jokes aside, there is the regular amount of fog but it neither affects the game play, even travelling four hundred miles plus the track is visible enough (how far ahead of Armageddon do you really want to see?). In some places the tracks are too detailed to handle a decent frame rate when there are a lot of vehicles firing weapons, so the game sometimes slows down. This is, sadly, worse in multiplayer.

The option of rearview mirror display has been dropped in multiplayer as well.

The bikes are unspectacular but suitable, again very similar to some of Forsaken's vehicles. The lighting

and colours in the game are excellent. The sun never shines happily and no bright colours are used, a la F-Zero, except for explosions. Some tunnels are so dank and dark you feel like squinting when you exit. Unlike other racers, with a standard number of first and third person views, XG2 allows the camera to zoom from first person all the way back to the maximum third person view, which helps you see plenty of action.



## The need for speed

THERE ARE TWELVE TRACKS to race on, which split and rejoin at various points. Sections of track are also blocked off. Each has three variations of where the blockages are so each course is a three-in-one deal. The main game is the standard championship cup, consisting of four circuits made up of between four to all twelve tracks. To continue in each circuit it's necessary to qualify in each race. How well you need to perform in each race depends on the difficulty setting, the circuit and how high up you've been coming. If you've scored a couple of first places it's possible to come in last and still compete. To get to the next circuit it's necessary to come in first overall.

There are also time trials and arcade mode for one player, but all tracks aren't instantly accessible. They must first be unlocked by reaching them in championship mode. The game can be saved to mem pak and also has a password feature. The bikes have five different specifications; handling, acceleration, top speed, shield and fire power. The status screens graph the strengths and weaknesses to help decide which best suits you. It's probably better to start with an all-rounder before specialising, depending on whether you prefer to travel fast and evasively or slower, annihilating anyone who overtakes you. The weapons are scattered along the track waiting to be collected. Only one weapon can be carried at a time, like Mario Kart. The collectibles are marked so you know what you're getting before the voice over tells. Weapons include rear firing missiles, power shields, proximity mines and guided missiles. The physics of the vehicle appear strange at first. It seems to steer from the back wheel, like a fork-lift. The control is easy to get





The trackside detail is better than the originals.

the hang of depending on the specifications of the particular bike. High top speed and slack control make a bike more difficult to handle. It doesn't take long to intuitively rip through straights and bends making only the slightest adjustments to maintain an expert line. The multiplayer game has, basically, two modes; racing, with no computer opponents and battle mode. Racing against three opponents can be fun but with less there aren't enough vehicles to blast. Battle mode is like Mario Kart, with the option of a first person perspective. There are six different battle arenas, which are all instantly accessible. The motorcycles have been traded in for small tanks. Battling in the arenas would be impossible with the motorcycles because they are designed for travelling forward at high speeds rather than roaming around a small enclosed area. Opinion was divided over whether this was better than Mario Kart's battle mode. The level designs are better for XG2 but the karts are more manoeuvrable and some players preferred Mario's three strikes and you're out policy to XG2's life bar.

If there was any doubt about XG2's Forsaken genology the sound would erase any doubts. The speech which announces the power is the same, exactly the same. The music is the same style, electronic, which perfectly fits the aftermath of destruction. My favourite feature of the music is, when the bike has been travelling at top speed for a while it turbo boosts automatically. The engine roars as it accelerates. When the engine sound levels out to almost

## SECOND OPINION

Perhaps I'm being a little too harsh, but Extreme G2 doesn't really earn the title of 'sequel'. Graphically, it's hardly an improvement and the gameplay, although better than the originals, falls way behind the standards seen in WipeOut 64 and F-Zero. In comparison to those two mentioned titles, there's really no reason to purchase Extreme G 2 if you're on a budget. As a rental it's quite good, but if you're buying make sure you look at the competition first.

-Robert



The Need for Speed? No, more like the need for clear weather...

nothing the music disappears to leaving a feeling of aural stillness in contrast to the visual speed.

Many people are concerned about the negative effect video games may have on a whole generation of youth. Do games invoke violent behaviour? Are the MTV generation going to grow into inarticulate potatoes? Authorities are attempting to rout the possible damage through censorship and regulation. The problem with these solutions is that they are being implemented by people who don't understand video games. Fighting games aren't a problem, specifically because it is necessary to think about what you're going to do next. Extreme G 2 requires no critical thought. The best way to play is to completely immerse yourself in it. Sit three feet away, crank up the sound, empty your mind of distracting thoughts, rely solely on reflexes and ignore the real world. Be the bike. Be one with the Nintendo. After playing this game you may walk around in a fog for a while, but that's okay. It's escapism at its best.



XG2 sits way below WipeOut in its looks and gameplay.



## THUMBS UP

- Graphics and sound mesh perfectly
- Battle mode



## THUMBS DOWN

- occasional slow down

PUBLISHER: **ACCLAIM**

DEVELOPER: **IGUANA**

GENRE: **RACING**

RELEASE: **NOVEMBER**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

**7.5** | 10



# BustA Move 3

Those happy go lucky lizards are back and Mithra dives in to get the low-down...



Simple, basic and dated? Maybe, but Bust A Move 3's some of the best puzzle gaming around today.

For anyone that hasn't already played the previous instalment in the Bust a Move series, this is a puzzle game that is similar in style to Tetris. But this is one of the few that can claim to be just as addictive. What's more, it achieves this task even though it has made quite a few changes to the basic game play. With Bust a Move 3, I was pleased to see that they have kept and even extended the quirky comedy aspects that made Bust a Move 2 such a refreshing change from the mainstream games that all take themselves so seriously.

## Is it still addictive?

As you can probably guess from the screenshots, the game-play in Bust a Move 3 revolves around shooting coloured balloons up the screen, with the aim of hitting other balloons of the same colour. When you connect 3 or more,

they explode dropping any balls that were clinging on to the exploded ones for support. Like all great puzzle games, it sounds very simple, but it's heaps of fun and it can be incredibly addictive. There's also a long learning curve that really allows skilful players to pull off incredible trick shots. The best addition to Bust a Move 3 is the 4 player mode, as multi-player is where this game is at its best. Taito have managed to include over a thousand single player levels, but if you somehow manage to get tired of these, you can always design your own levels and save them to your mem-pak. To spice up the game-play several new features have been added to the play mechanics. Some of the new ball types are indestructible balls and rainbow balls. You can also rebound your shots off the roof for even better trick shots. One touch that might appeal to some is the new rumble-pak support to let you know when you're really get-



ting hammered. The biggest single drawback to the game-play is the fact that it still feels like the same game. If you've played Bust a Move 2, then you'll know exactly what to expect of this game.

## Hi-Res mayhem

Graphics are never the most important aspect to a puzzle game and Bust a Move 3 is no exception to this rule. On the whole the sprites and background graphics are nice enough, but they certainly don't leave you gasping for more. What they do have is an amusing graphical style that shows the Japanese origins of this game. Many of the characters look like they're from anime cartoons, but they're actually from previous Taito games. Some of them are parodies characters from other genres as well (there's no prizes for spotting the Ryu clone). If you don't break into a smile when you first see some of the character animations, I'd be really worried about you. The graphics are certainly very polished, with nothing looking out of place. Most of the time the graphics are displayed in the standard resolution, but when you go into the 4 player mode, it kicks into a higher resolution mode that really makes a difference with the limited screen real estate. Although it's a little disappointing that they didn't maintain this resolution for the rest of the game.



Two player challenges are extremely enjoyable





In this game you can play other characters besides the standard Bust A Move lizard. A small, but cool addition.

### New SoundFX?

There are real surprises here, in fact if you don't have Bust a Move 2 and 3 side by side you probably wouldn't notice any changes. The sound effects get the message across, and fit the style of the game quite well. I have to say though that I'm happy they kept many of the character voices, as they crack me up every time. While the music is simple and upbeat, it certainly won't get you humming along.

Bust a Move 3 has been able to maintain the great playability of its predecessor, and it

has also added some great new features like the 4-player mode, and the ability to design your own levels. The thing that holds Bust a Move back though is the lack of some really original concepts that would make it stand out from its predecessor. They haven't been able to change anywhere near enough of the game's mechanics for it to be called a new game. If you don't already have Bust a Move 2 and you like puzzle games or you can't stand not having the 4 player mode, then grab this for sure. Otherwise, think carefully before handing over your money.



The quest mode has you following a trail and challenging different players. Oh dear...



Whether 2 or 4 player, Bust A Move 3 is really nerve wrecking stuff against your friends.



### SECOND OPINION

Contrary to popular opinion, I actually like this game. It's a refreshing change from busting heads and the gameplay is solid and addictive so it'll keep you playing for months. Multiplayer it's a blast and as good as any other 4 player game on the N64. Even the game's sickening cuteness doesn't seem to detract from its ability to provide huge amounts of fun.

Whenever you get sick of puttin' bullets through peoples' heads in, dare I say it, "sickeningly violent games", make sure you give Bust A Move 3 a go.

Robert

### THUMBS UP

- very addictive game-play, especially in multi-player mode.
- so many puzzle levels I dare anyone to finish them all

### THUMBS DOWN

- Not enough of a change from Bust a Move 2 to make it a really worthwhile sequel.

PUBLISHER: **ACCLAIM**

DEVELOPER: **TAITO**

GENRE: **PUZZLE**

RELEASE: **NOVEMBER**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1 - 4 SIMULTANEOUS**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

### GRAPHICS



### SOUND



### GAMEPLAY

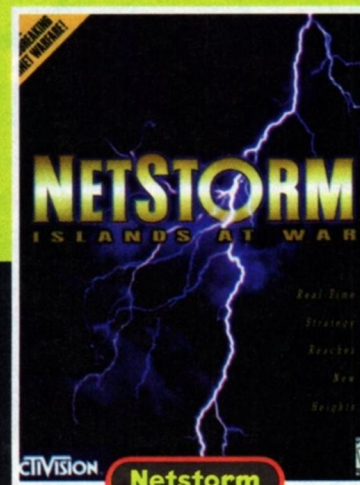
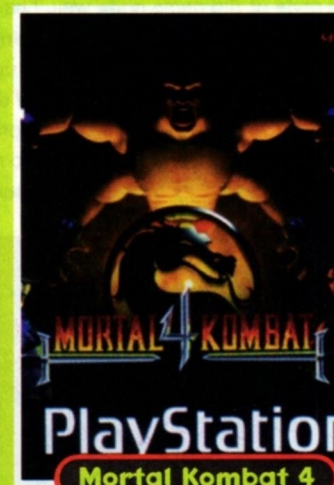
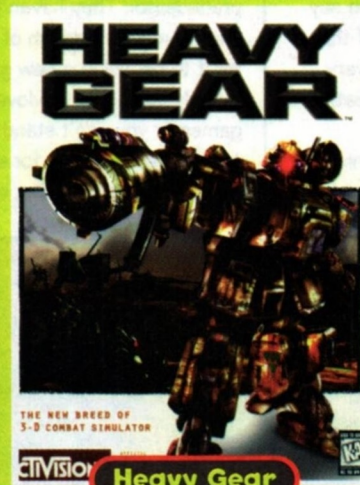
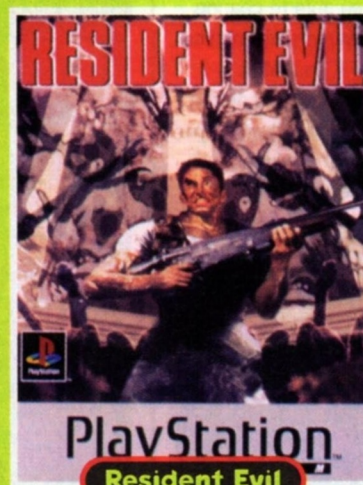
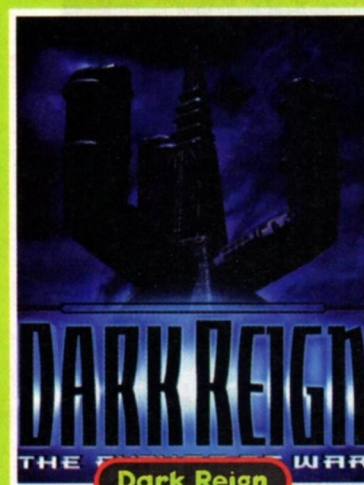
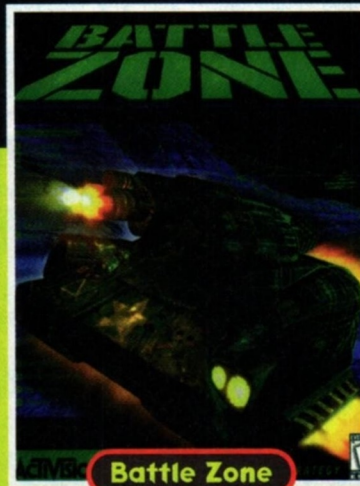
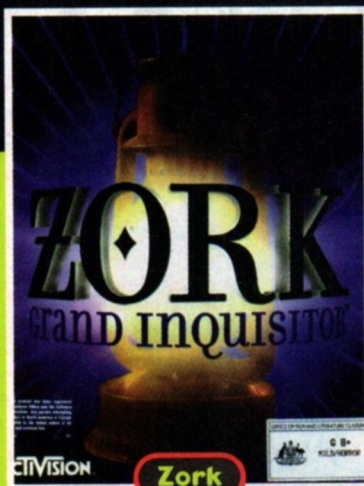


### OVERALL

**8** | **10**



\*





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- Telstra Big Pond internet access for 1 year

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- Panasonic 51cm TC-51M85A Mono colour television set
- Your CHOICE, either a Sony PlayStation or Nintendo 64
- GT Interactive GAME PACK
- Telstra Big Pond internet access for 1 year

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- Virgin Interactive GAME PACK
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Question: How many bytes in a bit?

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# The Ninte



Way back in 1992 the gaming scene was ruled by the 2D gaming machines of Nintendo and Sega. Titles like Streetfighters, Mortal Kombats and Diddy Kong Country's reigned supreme, but the large companies knew that the progression of technology meant that the days of the Super Nintendo and Sega Megadrive were coming to an end. Furthermore, CD technology was becoming readily available at an affordable price and a new player in the game market, 3DO, capitalized on Sega's and Nintendo's failure to act quickly enough on technology's advancements and launched the 3DO game machine at the end of 1993. Still, while Nintendo was enjoying a late market surge for the SNES with the hugely successful Donkey Kong Country series, they had secretly made plans to launch an add-on device for the Super Nintendo that was CD based and would be produced in part by the huge electronics company, Sony. Unfortunately, this deal never eventuated and Sony went on to produce their own console that is now known as the Sony Playstation.

Meanwhile the 3DO company was enjoying mixed success with its own console, due to a lack of killer software and also that the console wasn't the quantum leap in 3D visuals that it initially promised to be. Sega and Sony had already announced their respective 32 bit consoles' release dates and the pressure was on Nintendo to announce a next-generation plan of their own. On August 23, 1993, Nintendo announced a partnership



# do 64

## The PAST, PRESENT & FUTURE

with the computer chip giant, Silicon Graphics, to create a fully 3D 64 bit console that would support effects and functions that the competition's hardware could only dream of. Project Reality was born, and was promised to launch at a price tag roughly half that of Sega's and Sony's own game consoles. Sporting such effects as bilinear filtering, anti aliasing, mipp mapping and hardware z-buffering, Project Reality would create graphics that were claimed to be equal to Silicon Graphics own workstations, which cost over \$50,000.

In early May the next year, Nintendo astonished the gaming world by announcing that their 64 bit console would be cartridge based, and not follow the Playstation, 3DO and Saturn's lead in embracing CD technology. Nintendo claim that their cartridges would include compression techniques that would allow them to store more than enough data for the latest 3D games. One month later Nintendo announced the official name for their console - the Ultra 64, and software that was supposed to be running on Ultra 64 development kits was displayed at a Japanese trade show.

This software, Killer Instinct and Crusin USA, went on to become top selling arcade games, with conversions to the Ultra 64 promised upon the release of the machine into homes across the world.



*This Nintendo/Sony concept never left the drawing board*



Analogue control and movement, as Nintendo stressed, was the future of all 3D games.



*Nintendo chose to stay with carts, unlike Sony's Playstation*



## Terminology



Confused with the terms us buttheads use in game reviews and features in N64 Gamer?

Well, you're not the only one. I had to go and look them up myself, so here they are for you.

### Anti-aliasing :

This is the process where the jagged lines are removed from the edges of polygons and the patterns in the polygons are smoothed out to give a sharper image. It effectively makes lower resolution images look a great deal more sharper.

### Bi-Linear Filtering:

This is the process where the colours on texture maps are smoothed out after they are drawn onto polygons. It basically ensures that the colours on images are smoothed together and that no sharp lines occur between two colours on the same polygon. If the texture map isn't very detailed then the process of bilinear filtering will result in the polygon becoming blurry, which is common in some N64 games.

### Environmental Mapping:

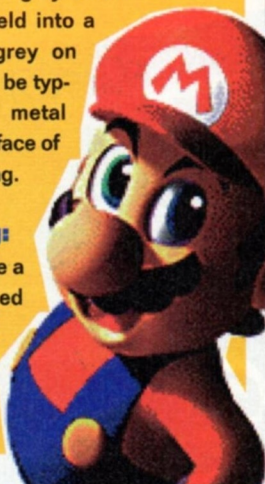
Is the process where a reflective surface is created by texture mapping. The robot in Blast Corps and metallic Mario in Super Mario 64 are examples of environmental mapping.

### Gouraud Shading:

The process of texture mapping a polygon to show a transition in colour from one side of a polygon to another. For example, gouraud shading could be used on a metal surface with a light shade of gray on one side that would meld into a darker shade of grey on another. This would be typically used on metal objects, like the surface of a fighter plane's wing.

### Light Sourcing:

is the process where a light source is placed within a 3D world and all areas in that world are shaded according to the



Nintendo were now making announcements in regards to their new 'Dream Team' which consisted of programming companies who would ensure that the level of software quality for the

Ultra 64 would be incredibly high. Indeed, one of the dream team's first members, Rare, had their own Donke

Kong Country games racking in millions for Nintendo over the Christmas season in 1994, helping Nintendo weather the storm of the Playstation and Saturn's launches in Japan at this time.

Early in 1995 Nintendo announced that the Ultra 64's chipset had been finalised, but the Japanese release date of the console would be delayed until April in 1996.

Production difficulties with the console, and the rush to finish launch software had set things back for Nintendo, but they did manage to have a full public viewing of the console in November of 1995 at the Shosikkai show in Japan. For the first time the console was on display to the public, with the new revolutionary controller that Nintendo promised would change the face of 3D gaming also on display. Although Sega and Sony were to offer their own analogue controllers at a later date, Nintendo's own controller offered analogue control on all of the Ultra 64's games, something that was a major selling point for the Ultra 64. Analogue control and movement, as Nintendo stressed, was the future of all 3D games. A 50% Mario 64 also kept show onlookers intrigued and highly anxious for a Japanese launch, which wasn't to occur until June of the next year, due to another set of production delays that were announced in February 1996. At this time Nintendo also announced that the Ultra 64 would be known worldwide as the Nintendo 64, and launch dates for September in the US and April in European countries had also been confirmed.

Finally on the 23 of June in Japan the Nintendo 64 rolled out into public game stores amidst much hype and press. The delays that the N64 had encountered took their toll on the air of anticipation surrounding the launch of the N64. Also, the fact that the N64 no longer held its promoted price advantage over its competition due to the recent drop in the Saturn and Playstation's prices, had critics believing that the N64's launch would be much less than spectacular. And they would have been right, except for one thing: Super Mario 64. Much more so than Playstation's Ridge Racer and Saturn's Virtua Fighter, Mario 64 was seen to be a giant step forward in videogaming. Not only had the standard of visuals leapt right over what had been seen as revolutionary with the launch of Playstation's Ridge Racer, Mario 64 really set new grounds in immersive gameplay that had gamers feeling like they were really a part of the Mario 64's 3D environment. Also, even with the supposed limitations of the cartridge format, Mario 64 had 15 massive worlds to explore, with not even the slightest hint of a 'now loading' screen anywhere. The second launch title, Pilotwings 64, was almost as impressive. Paradigm, another member of the Dream Team had delivered an excellent sequel to their original SNES game, this time taking full advantage of the N64's hardware. Featuring the largest environments in any console game to-date, Pilotwings 64 had incredible



*Pilotwings was one of the first N64 games to truly set the standards for next-generation gaming.*





Nintendo's own software continued to sell incredibly well, but third party software support was beginning to slow in 1998

3D visuals and almost perfect control that made the game an absolute joy to look at and a dream to play. Again, the visual improvements over the current 32 bit consoles, the Playstation and Saturn, were reason enough to purchase the N64 with stunning scenery that looked almost photo-realistic at every turn and frame-rates that made the game a smooth realistic simulation of flight. The N64's immediate launch was a startling success, with over 500,000 units sold on the first day.

Things weren't that rosy for too long in Japan though, as 3rd party software was almost non-existent and titles like Zelda and Mario Kart were nowhere in sight. Secondly, Nintendo's long time game partner, Squaresoft, had moved camps to Sony and announced that their legendary Final Fantasy series would appear only on Playstation. Japan, filled with a population of RPG gamers, were losing interest in the N64 and even the launch of Mario Kart 64 and Lylat Wars (Star Fox 64 in the US and Japan) had little positive effect on the N64's popularity in Japan.

Nevertheless, the US launch of the N64 went ahead in September 1996 and broke all previous sales records and subsequently reduced Sega's position in the American game's market to third place. Even though the Playstation constantly had more titles entering the market than the N64, Nintendo's games would always rate as high, if not higher, than Sony's, with new games like Goldeneye and Mario Kart 64 notching up 500,000 units within a matter of weeks after the launch in the US.

## THE PRESENT

The launch of the Nintendo 64 in March of '97 was easily the biggest and most anticipated event the Australian gaming community had ever experienced. It had been nearly five years since loyal Nintendo players had first purchased their Super Nintendo in 1992. That's a long time to make people wait for their next dose of Mario madness which is exactly why the N64 launch was greeted with such incredible enthusiasm. Tens of thousands of units were pre-ordered and thousands of gamers queued outside videogame stores all over the country, anxiously waiting for their chance to get their hands on the machine of their dreams. Over 50,000 Australians bought N64s in the first month alone. This is basically because of one reason: Mario 64. The game was being purchased by over 95% of people buying the machine. However, unlike in Japan, the Australian launch did not depend solely on the merits of Mario. In Australia, people buying their N64s could choose from a number of strong launch titles like Mario Kart, Wave Race, Pilotwings, Turok: Dinosaur Hunter and Killer Instinct. This was a powerful lineup of software that appealed to a wide audience. Games like Mario and Mario Kart naturally appealed to the young at heart but they also contained that typical Nintendo fun-factor that ensured they could be enjoyed by anyone. Mario Kart also proved incredibly popular because it was the first title to take advantage of the Nintendo's four control pad ports. Although multiplayer games had been available in the past via multi-taps, it had never really become a popular gaming phenomenon

light source's position. We can see this in games like Forsaken and Turok 2 when weapons are fired along corridors as the corridors light up from the light source that is the weapon discharging (or its laser beam etc).

## Mipp Mapping:

When a polygon is drawn in a perspective that implies that it is far away from the viewing screen (a car on a distant hill in a racing game, for example), the texture maps on the car's polygons can become distorted because they have been reduced to fit on the car. Mipp mapping uses pre-drawn texture maps that don't have any distortion in their patterns, so the mipp mapped polygon appears with a normal pattern on its face. This process basically ensures that all polygons viewed from a distance have good quality texture maps.

## Polygon:

A three (triangle) or four (rectangle) sided object that is used to construct a 3D object. Six polygons would be used to construct a cube in a 3D world, for example. Polygons make up everything that we see in 3D games today.

## Texture map:

Is a bitmap (small pattern) that is pasted onto a polygon. Texture maps are used to decorate or colour polygons to make them resemble real-life objects.



Mario 64 redefined 3D graphics and gameplay when released in 1996



This rumble feature, along with the analogue controller, was the second large advantage that Nintendo claimed to have over its gaming competition.



Full screen gaming, introduced in *Shadows of the Empire* and *Goldeneye*, was one of the N64's main advantages over its competition

because of the cost of the multi-taps and the lack of any really good software. Mario Kart changed all that because now you could enjoy an incredible four player experience by simply taking your control pad and walking around to your mate's place. Games like *Turok: Dinosaur Hunter* broadened the machine's appeal because it was an undeniably mature game that had the necessary hi-tech weaponry and insane body counts to ensure success with the 'harder' breed of gamers. Like *Mario 64*, *Turok* offered clear proof of the Nintendo's clear graphical superiority over the 32-bit formats. The game was so impressive in fact that it still managed to shift big numbers of units despite the high price tag of \$129.95. However, while Nintendo had assured gamers of their strict quality control, there were a couple of less than brilliant titles that slipped through the net. Games like *Shadows of the Empire* and *Crusin' USA* were definitely disappointing considering the high standards set by the other launch software.

After a very successful launch, Nintendo continued to strengthen its presence in the Australian gaming community. There was not a huge number of games released in the months leading up to Christmas but clever marketing ensured healthy growth. In September Nintendo offered a \$100 cash-back for anyone that bought the N64 for \$299. This effectively reduced the price to \$199 and managed to shift an extra 37,000 units in that month alone. Early the next month, Nintendo chose to release *Lylat Wars*, which also came with the rumble pak for \$99.95. This rumble feature, along with the analogue controller, was the second large advantage that Nintendo claimed to have over its gaming competition.

Shortly after this the market was flooded with a great range of new games in preparation for the Christmas festivities. Nintendo's success in this Christmas season depended on a lot of factors. Nintendo's marketing strategy kicked into overdrive and they lowered the N64's price to \$199, to effectively

compete with Sony's Playstation and Sega's Saturn. However, the single greatest asset the Nintendo had was its software. The N64's launch may have belonged to Mario but there is no doubt that *Goldeneye* owned the Christmas season. No other games previously had successfully taken a popular licence like James Bond and backed it up with a great playing game. In *Goldeneye* the player was given the chance to really become a secret service agent. The game provided a tantalizing combination of frantic blasting action, complex mission objectives and the ability to dispatch guards silently, using stealth to avoid detection. On top of this *Goldeneye* provided a brilliant multiplayer deathmatch that has become an obsession for many



The Nintendo 64 became a leaping platform for older Super Nintendo games. *Lylat Wars* (*Star Fox 64*) is a prime example





As the first game to use a high resolution mode, *NFL Quarterback Club* showed some of the N64's true potential.

fans of the game. At the new price point of \$79.95, Goldeneye and the recently released Diddy Kong Racing made the N64 much more attractive to the younger audience who considered the \$99.95 standard pricepoint quite unreasonable

A new 3rd party N64 programming company, Iguana, launched *NFL Quarterback Club '99* which was the first title to run in the N64's high resolution mode and provided more evidence of the N64's untapped graphical power. With over 20 players running around on-screen at once, all at a smooth frame-rate, the result was easily the most photo-realistic sports title ever seen.

Contrary to Nintendo's Quality stance on software, more and more games were slipping into the Australian gaming stores that should have had no place on the N64 system. *F1- Pole Position*, *War Gods*, *Clayfighter* and *Extreme G* started a trend that would unfortunately continue way into 1998. Despite some disappointing releases, the vast majority of N64 titles continued to offer the sort of quality we've come to expect. Games like *Top Gear Rally*, *San Francisco Rush*, *ISS '98*, *Duke Nukem* and *Mace: The Dark Ages* are a few examples. By the end of 1997 Nintendo had an extremely successful first year in which they managed to sell over 300,000 N64s to Australian gamers.

The new year saw a slump in N64 releases to the Australian market, and apart from one or two good titles, like *WCW Vs NWO* and *Quake 64*, the standard of software being released had slipped dramatically. In the tradition Nintendo previously set with giving secondary characters their own unique videogames (ala *Donkey Kong Country*), Yoshi made his debut on the N64. Rather than staying faithful to the 3D graphics standard for games that were on the N64, Yoshi remained 2 dimensional (2D), like its predecessor on the Super Nintendo. Yoshi's Story's gameplay was simple and retained none of the complex gameplay and huge levels that the SNES Yoshi and Mario games were renowned for, as a result the game didn't make much of an impression on N64 gamers.

In April Iguana was the first company who managed to release what was seen to be the first second-generation game for the N64. *Forsaken* displayed advanced real-time lighting and silky smooth frame rates and a 4 player split screen game that supplied some of the finest blasting action on the N64. Unfortunately, the game's corridor-based science-fiction theme was a bit too different for most gamers' tastes and the title did not receive the attention it deserved.

*IO80 Snowboarding* sounded a comeback for the in-house programmers at Nintendo when it was released in June. The game was by the same team responsible for *Wave Race* and it offered the perfect mixture of snowboarding realism and excellent arcade gameplay. In the same month Iguana continued their strong support for the N64 with *All Star Baseball '99* and later with *WWF Warzone*. Both games were great examples of their formidable skill as games programmers. The high resolution graphics were even more stunning than their earlier efforts and the attention to detail was nothing short of staggering.

Playstation continued to flood the game market with mediocre titles, with the competition allow-

Contrary to Nintendo's Quality stance on software, more and more games were slipping into the Australian gaming stores that should have had no place on the N64 system



Nintendo's tried and true gameplay continues to shine





The immediate future of the N64 can be summed up in one word, and one word alone - Zelda.



Rare continues support for the N64 with quality games.

ing the N64 to hold a good position in the marketplace with its smaller range of quality software. Banjo-Kazooie, F-Zero, Mortal Kombat and Mission Impossible launched later in '98 along with F1 World Grand Prix, ISS '98 and WipeOut 64. Mortal Kombat 4 finally gave N64 gamers a fighting game that had a respectable 3D engine and excellent gameplay, with the lack of a good fighting game being a sore point of the N64 throughout '98. Mission Impossible, although no Goldeneye Killer, offered some interesting alternative gameplay elements that will make it a favourite among some gamers.

Despite a shaky first few months, the quality of Nintendo software has continued to improve to the state where each month sees the release of more and more titles that take advantage of the machine's power to produce really amazing software.

### THE FUTURE

The immediate future of the N64 can be summed up in one word, and one word alone - Zelda. With the drought of quality in-house titles that has been upon the N64 in the recent year, Nintendo needs Zelda to be THE game for the N64 in 1998. With the recent delay and possible scrapping of the 64DD in Japan, Nintendo have wisely moved the once 64DD-destined Zelda over to a new 32Mb cartridge in the hope that their commitment to large sized cartridge games may extinguish all interest in the 64DD itself. This tactic may well work, and is a smart move on the part of Nintendo, considering the recent history of various doomed add-on devices, like Sega's 32X, Mega CD and Nintendo's very own Famicom (NES) disk drive that once appeared in Japan. Zelda, it seems, is the title Nintendo need to re-affirm gamers belief in that old Nintendo/ Miyamoto magic and boost sales in Japan, where the Super Famicom (SNES) once reigned supreme.

There's no doubt that the two major software companies involved in the future of gaming on the N64 are Rare and Iguana. Apart from the odd title from other 3rd party companies, these two software companies are the only ones who consistently show improvement in their Nintendo 64 software and also remain dedicated to producing games on the system.

Rare, who have been software partners to Nintendo since the early days of the SNES, have a great deal of time and money invested in software development for the N64, and this is quite remarkable considering that they are a relatively small software company. Their upcoming titles; Perfect Dark, Conker's Quest, Get Force Gemini and Banjo-Tooie look set to push the N64 further and further yielding better quality 3D graphics, gameplay and sound. Perhaps their biggest future title, Donkey Kong Country 64, still remains a mystery as to whether the game will be 2D or 3D. The original Donkey Kong series went a long way in saving the SNES from an early death at the hands of the Saturn and Playstation's hype in 1993, but the popularity of another 2D side scrolling platform game, ala Yoshi's Story, is certainly questionable on the N64 today.

Also showing a great deal of promise in the recent N64 titles is UK and US based software developers, Iguana. As the first company to achieve the incredible high resolution mode in NFL Quarterback Club, Iguana have gone from strength to strength with All Star Baseball '99, Forsaken, WWF Warzone, Turok 2, and the upcoming South Park 64, WWF Warzone 2, All Star Baseball 2000, Shadowman and an as yet unnamed soccer game that will also use the N64's high resolution mode. More than anyone, Iguana seem willing to challenge the censorship board on the topic of violence in videogames. Turok 2 sets new levels in graphic violence that are not tasteless examples of violent acts but rather graphic enhancements to an already excellent game. The issue of censorship for the N64, is something that is fading more and more from the public spotlight each day and the hope that the N64 may be seen as an adult's gaming machine may be something that we'll see happening sooner than we think.

Most importantly though, is Iguana's eager adoption of the N64's ram expansion which will ensure that their games keep at the forefront of graphics on the N64 by offering greater detail and better sound (see ram expansion in Techno). In the light of the upcoming Dreamcast game console and the Playstation 2, the ram expansion cart will give the N64 the added advantage that it will need to see it ride through the rough storm created by these next-generation machines' hype in the marketplace.

One thing we are sure of though, is that Nintendo will continue to produce N64 games for a long time to come. With the N64's userbase now at over 20 million worldwide, it makes great business sense for Nintendo to keep supporting their products. Even though the N64 may be losing some of its 3rd party developers due to the cost of manufacturing carts over CDs, this means that companies, like Rare, and Iguana, will keep developing games for the N64 as their product has to compete in a much less competitive market, unlike the Playstation's whose market is swamped with hundreds of titles that are fighting for the consumer's dollar.

Either way, count on N64 Gamer to keep you informed on any changes in the line up of software or changes to the N64's hardware in the years ahead.



# Some like to walk...



ANALOG STATION SHOCK 2



DIGITAL STATION SHOCK 2



EASY 64

# and Some like to drive...



RACE STATION Shock 2

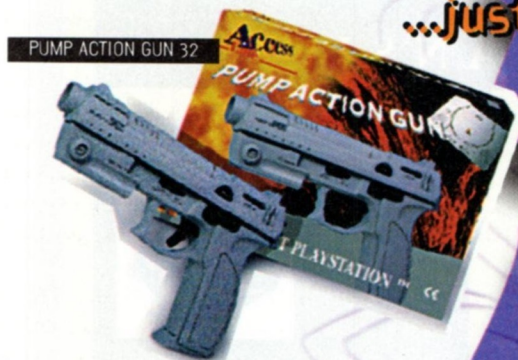


RACE 32/64



RACE 64

# Others do what they can... ...just to stay alive



PUMP ACTION GUN 32



SHOCK PACK



SHOCK MEMORY PACK

# It comes as no shock... If you want it all at the same time...

# don't forget



MEMORY CARD



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TRILOGY 64

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TECHNO SPECIAL



## — THE 4 MEG RAM EXPANSION —

# High res

## GAMING ON THE N64.



**T**here's no doubt that the delay, and possible cancellation, of the 64DD's appearance on the Australian market has angered a

great many N64 gamers. The promise of net gaming, more detailed and larger games and the ability to create your own levels and save them to disk are all features that will be sadly missed.

Perhaps, though, the introduction of the 4 Megabyte ram expansion pack will go a long way in making up for the lack of a 64DD for gamers today.

One of the main features of the 64DD was its extra 4 Megabytes of ram that were built into the 64DD's circuit board. This extra memory would enable the N64 to draw all of its games in a high resolution mode of 640 by 480 pixels, which delivers a level of detail that is incredibly realistic and pleasing to the eye.

With the introduction of the 4 Meg ram pack, gamers will now be able to use this extra ram to unlock high res modes in a great many games that are coming to the N64 in the future, the first of which is Iguana's Turok 2.

THIS IS A SHOT OF THE 4 MEG RAM EXPANSION. IT'S ALMOST EXACTLY THE SAME AS THE JUMPER, OR TERMINATOR PAK, ALREADY SITTING IN YOUR N64. THE JUMPER PAK IS REMOVED AND THE 4 MEG RAM EXPANSION IS INSTALLED. ALL OLD GAMES ARE COMPATIBLE WITH THE RAM EXPANSION, SO THERE'S NO NEED TO REMOVE IT ONCE IT IS INSTALLED.





# RAM EXPANSION RAM EXPANSION RAM EXPANSION



A low resolution image in Turok 2 (without mem expansion).



A high resolution image from Turok 2 (with mem expansion).



With the ram expansion installed in the N64 you can go to the game's options and select the high resolution mode and then sit back and enjoy some of the best visuals available on any home console today.

By comparing the two shots below you can see that the high resolution mode in Turok 2 shows a greater level of detail in the game's environments (withstanding the limitations of printing on paper in magazines).

So, how does the extra ram enable the N64 to use its high resolution mode? And do the frame-rates in the high res mode drop noticeably below that of the

game's original lower resolution mode?

The answer to the first question has to do with the levels of memory required to draw games in higher resolutions. In games like Quarterback Club '99, WWF Warzone and All Star Baseball '99, the game's characters and environments were constructed out of simple polygons that lack detail and colour. They were still highly impressive, but the polygon models and colours were reduced to allow the game to run with the N64's basic 4 megabyte of ram that every machine comes fitted with. With the extra ram pak the N64's memory is increased from 4 megabyte to 8 megabytes, which gives programmers the working room to include more detailed polygon models and environments that use a great deal more colour as well.

In a game like Turok 2, there are plenty of different monsters, environments and colours on-screen that use up too much memory to allow a

high res mode with only 4 megabytes of ram. Add another 4 meg though, and you're on your way to visual bliss.

Another problem with the limitation of 4 megs of ram and high detailed polygons is that the N64 has to constantly swap memory around. For example, the N64 would load in some enemies to display on-screen, but then when the player comes across some other enemies or environments the N64 would have to wipe the old data and load new data into its ram. This causes some noticeable slowdown in games (even though these operations take place in milli seconds), but with the extra ram pak the N64 has to do a lot less memory swapping, which helps to keep the frame-rate high in all high res games. Having played Turok 2, we can say that the N64 does lose a little speed in its gameplay, but it's not that much considering that the N64 is now drawing over 4 times as much graphics as it previously was in the lower resolution mode. And boy does it show - after one look at a game in its high resolution mode there's simply no going back to lower res games!

Expect the N64's sound capabilities to also receive a boost from the mem expansion as well, as with the extra ram in the N64, programmers now have the option of creating higher quality sound effects and better music as well.

Will the 4 meg ram expansion speed up the graphics and the gameplay in your old N64 games? Well, no. Games have to be written to use the 4 meg ram expansion, so only count on future games, from Turok 2 onwards, to take advantage of this extra gaming power. The 4 meg expansion won't be a necessity though, as gamers who'd prefer not to buy it can still run the games in their normal resolution modes, so don't count on being left in the dark if you don't have one.

So far quite a few companies have announced that they are making games for the 4 meg expansion, with the list being as follows: Turok 2, NFL Quarterback Club '99, NBA Jam '99, Vigilante 8, Shadowman and Southpark.

The shot below shows what the N64 looks like without the jumper pak installed in it. Please note that N64 Gamer recommends that you should, as mentioned in the N64's instruction booklet, not remove the jumper pak. Once you've purchased the 4 meg ram expansion you should follow the instructions in the booklet as a guideline for how to remove and install the expansion unit.





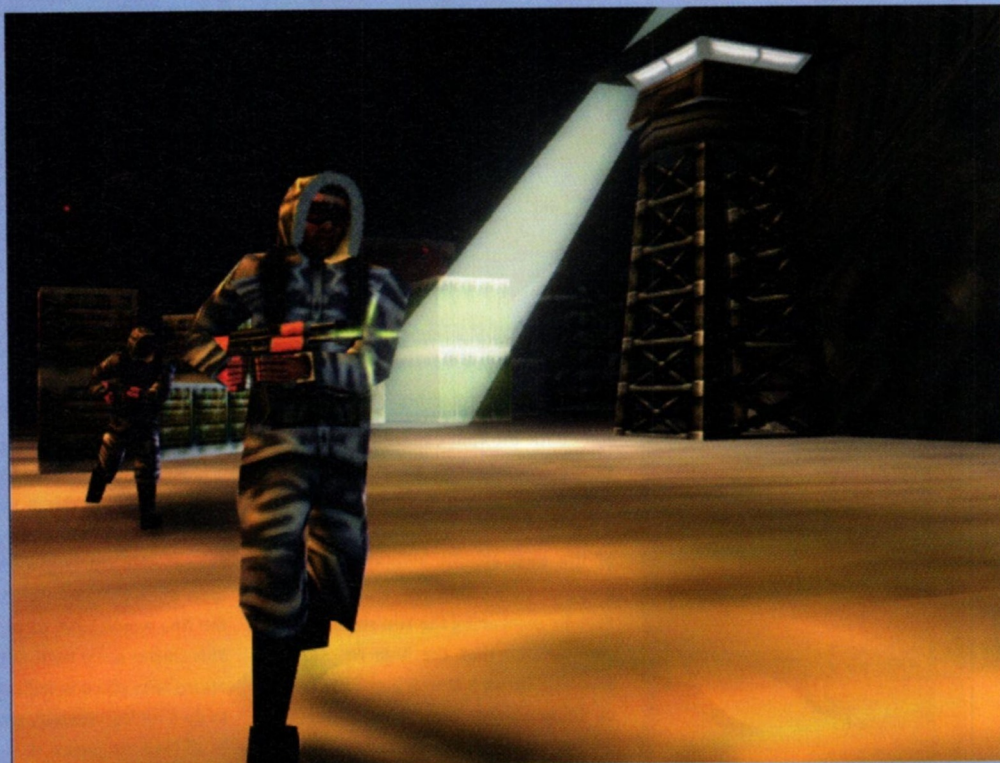
# Mission Impossible

*Stuck in Mission Impossible?*

*Found out that the life of a spy isn't all that easy after all? Need some help? Well, N64 Gamer has managed to put together Part Two of the Mission Impossible playguide... Read on...*

## CIA ROOFTOP

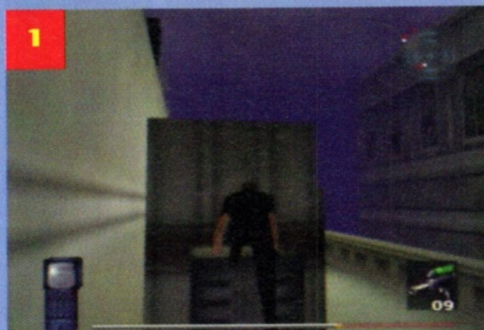
Proceed around the first corner and take out the security guard with your dart gun and make your way around the search lights. Continue onwards until you come to the first box outside of a small room. Take out the guard inside the room, grab the key he had and then climb up onto the box outside the room **[1]**. Climb up onto the roof now and head off to the right and activate the switch on the metal locker. Now proceed around to the right and activate another switch that will turn off the lights on the helipad **[2]**. Now make your way back down to the lower level and continue around to the left and open the security door with the card you got off the guard. Continue on and go into another security room and pick up the dark gun ammo - you'll need it. Follow the walkway around and take out another two guards and open another security door. Continue on again and take out another security guard (the place is damn full of the buggers!) and you'll then come across another security room with a box to the right of it. Climb the box and then get onto the roof and pick up the bag nearby. Use the bag and Ethan will take on the appearance of a maintenance man **[3]**. Now head off around to your left (make sure you don't have your gun selected) and you'll come to a guard standing in front of a door. Enter the door **[4]** and you'll appear



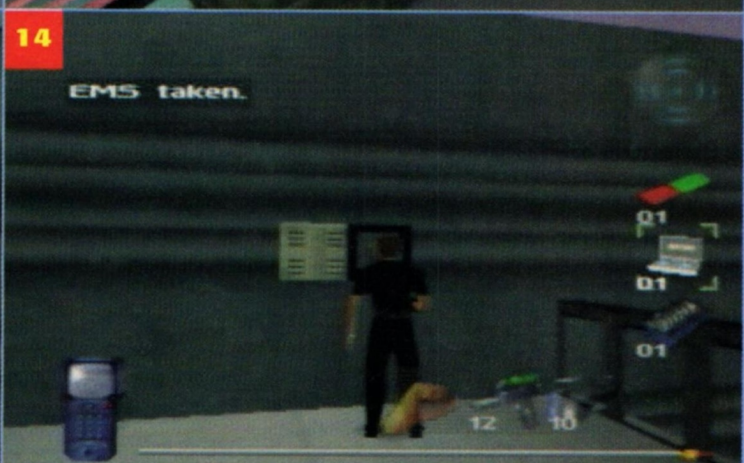
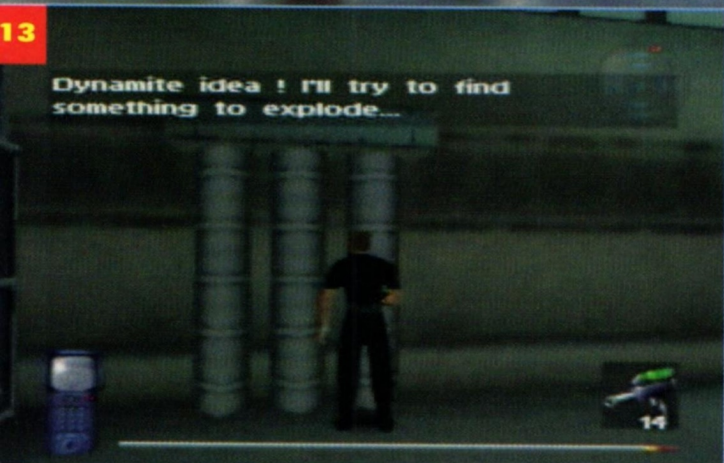
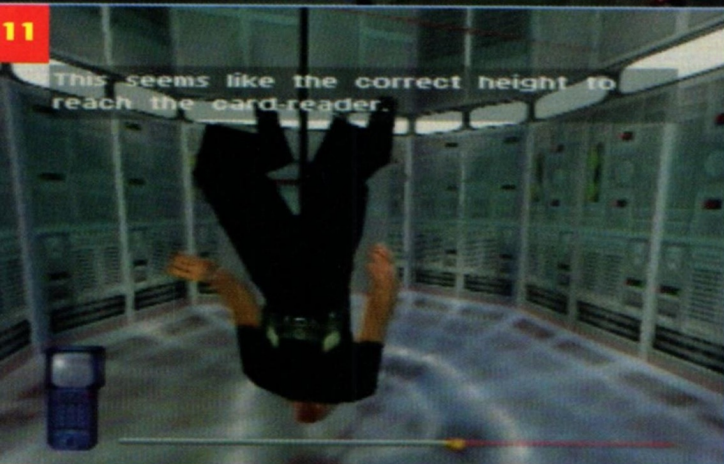
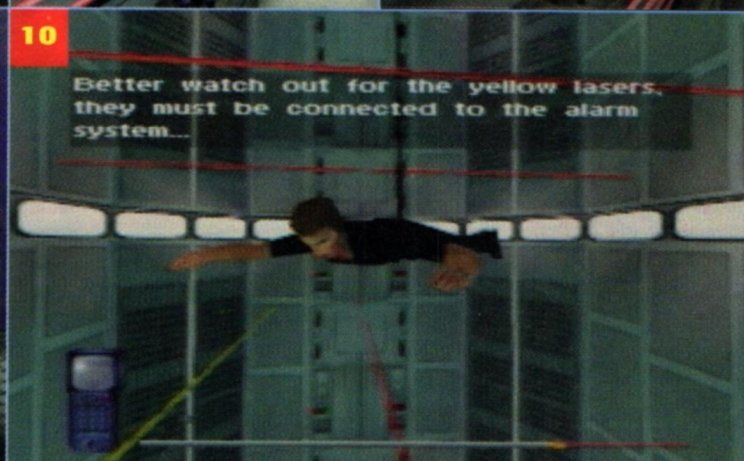
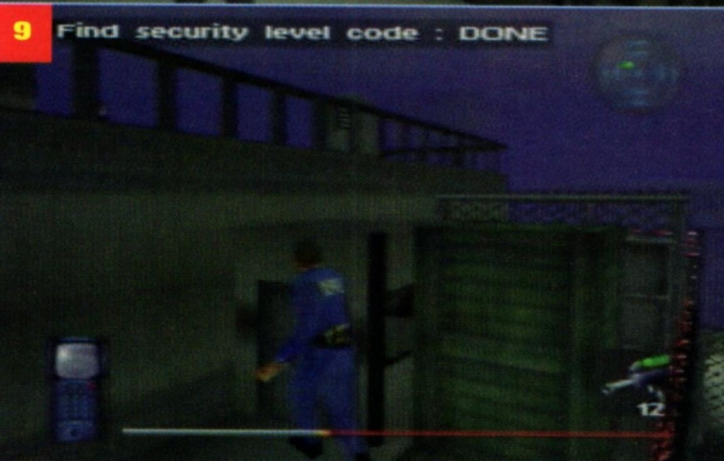
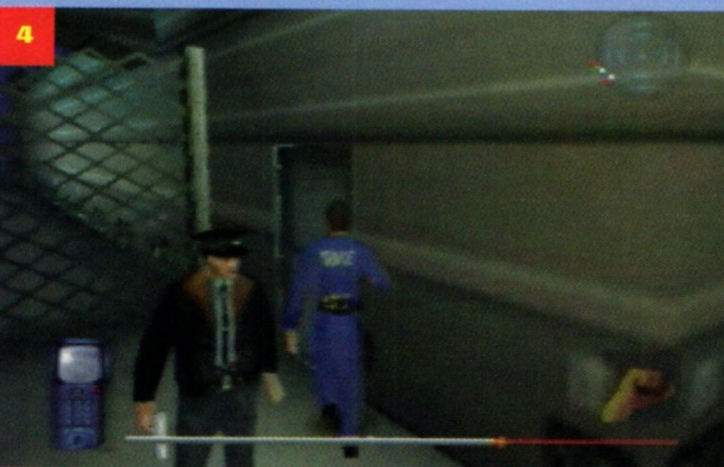
on a higher level on the roof. On the next level, turn left and walk across the bridge and stand in front of the door and wait for a guard to open it. He'll think you're a repairman who's come to fix the lights. Once the door is open, head off to the left and down the ramp, then activate the switch on the metal cupboard on the wall to your right **[5]**. Proceed back up the stairs and immediately to your right and use the EMS jammer you got from the bag on the box on the wall behind the helipad **[6]**. The helicopter will be unable to move now.

Now take the stairs to your left on the other side of the helipad and have your gun ready to shoot some guards. Take out the first guard and grab his keycard and then open the door at the bottom of the stairs. Go through the passage and take out another guard and grab his keycard as

well. Head off to your left until you come to a pile of crates. Climb them to the top and then use the laser reflector on the laser sensors **[7]**. Jump over the gap in the lasers and head off to the left and take out another two guards while avoiding the searchlights. Go through another security door and then you'll come to a security room with some crates opposite. Climb the first crate and use the camera here **[8]**. This will record the guard using the code on the security door so you can get inside. Once you've placed the camera, hide around the corner for a minute and wait for the guard to do his rounds and activate the code on the security door. Once the guard has left, head back and climb the crate and grab the camera **[9]** and then enter the door. You'll appear on the very top of the CIA building now. Go around to the other side, take out the









guard and enter the next door to finish the stage.

## TERMINAL ROOM.

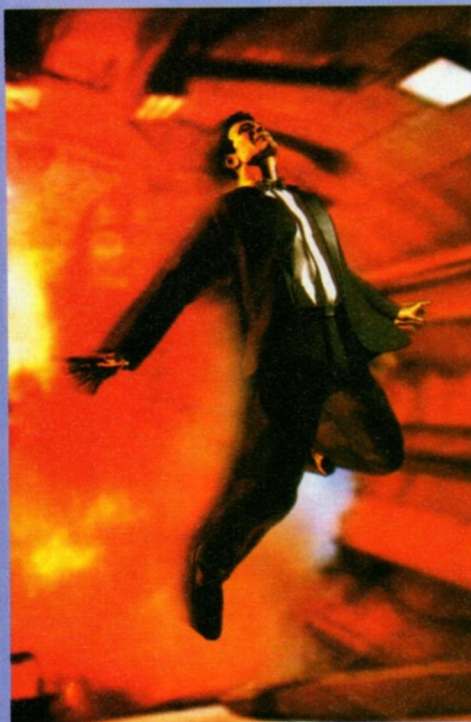
The infamous terminal room isn't anywhere near as hard as it looks. The red lasers only do damage to your body, but the yellow ones alert the guards and send your plans of becoming agent of the year right down the toilet [10]. The security agent comes into the computer room randomly, but he usually stays out for a good minute or two. When you get to the bottom stay above the last lot of lasers, as he won't be able to see you from there. After he leaves, lower yourself down and swing yourself over to the door to activate the computer [11]. Just push the analogue stick back and forwards to swing yourself. Practice and you'll get into the rhythm of it. As soon as you activate the computer, turn around and swing towards the computer itself. Listen out for the door noise, as it means that the guard is about to enter the room. As soon as you finish with the computer just raise yourself up and it's the end of this level (the lasers will be turned off now).

## ROOFTOP ESCAPE

You start here on the top of the roof and must make your way back to the helipad. Select your gun and make your way across to the door on the other side of the roof. Take out the guard and then go through the door. Now activate the infra-red eye viewer so you can see the red laser beams on top of the fences. Make your way around to the two crates side by side and then jump over them to get to the level below. Make sure you jump diagonally otherwise you'll get caught up in the lasers and fried [12]. This jump is quite difficult to perfect, so take your time and try not to get too frustrated with it. Once on the lower level, turn left and put the explosive gum on the air vents [13]. The explosion will cause a diversion which will get the guards off your butt for the moment. Now head around and go through the tunnel and make your way up to the helipad again while taking out any stray guards you see. Make sure you shoot them as soon as you see them appear on your screen as they will arrest you within a matter of seconds, which will annoy the hell out of you if you're near the end of the mission. Once you're on the helipad grab the EMS jammer and use it to smash it [14]. The helicopter is now free to move and will attempt to take off. Quickly run over to it and grab a hold of it to escape and finish the mission.

## TRAIN STATION.

This section sees you taking the role of Ethan's team members and using a sniper rifle to take out possible assassins who are after Ethan at the train station. The hardest part of this mission is actually trying to keep track of Ethan as



he moves about the station. You can switch between two snipers with the B button and scale the rifle in and out with the top C button. As soon as the mission starts you have to take out the two assassins who have Ethan at gunpoint. Quickly kill the one closest to Ethan and then shoot the other one as fast as you can. From here on you have to protect Ethan from any other assassins who are disguised as normal civilians [15]. They can be anyone - so keep a close eye on those near Ethan and listen for the sound of silenced gunshots. Make sure that someone is an assassin before you shoot him/her though. If you're wrong then it's mission over. People often stop and take out what looks like a gun only for you to find out that it's a mobile phone or a train ticket. An itchy trigger finger will end the mission all too quickly. Remember it's better for Ethan to take a bullet (as they don't do that much damage to him anyway) than it is for you to kill some unlucky schmuck and have your mission ended two seconds before Ethan boards the train...

## TRAIN CAR

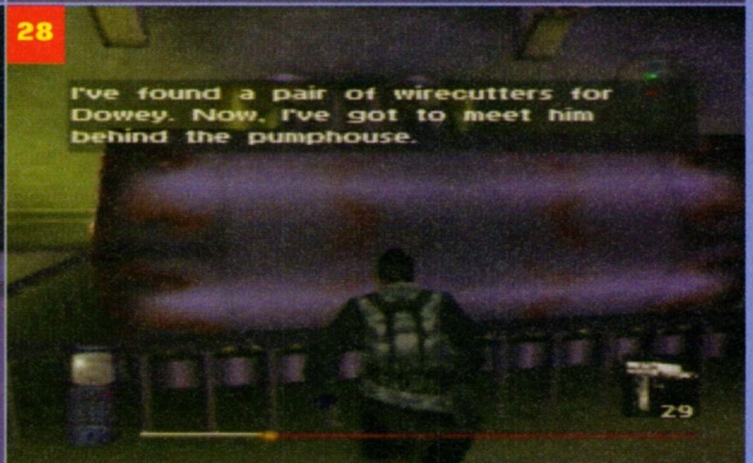
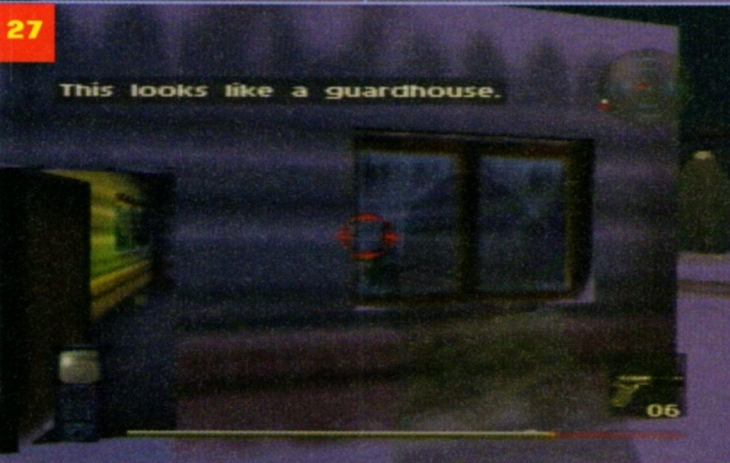
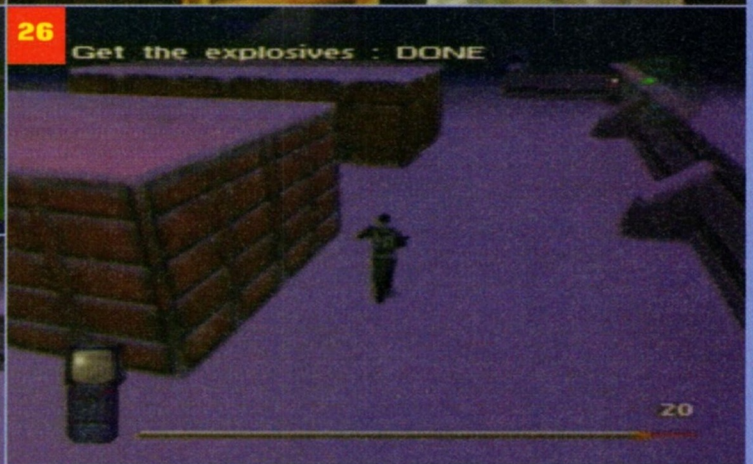
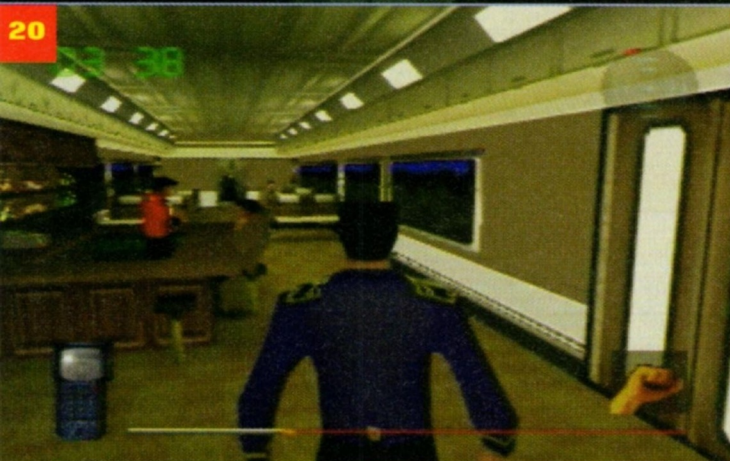
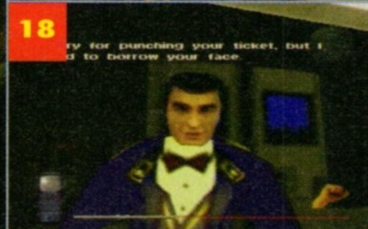
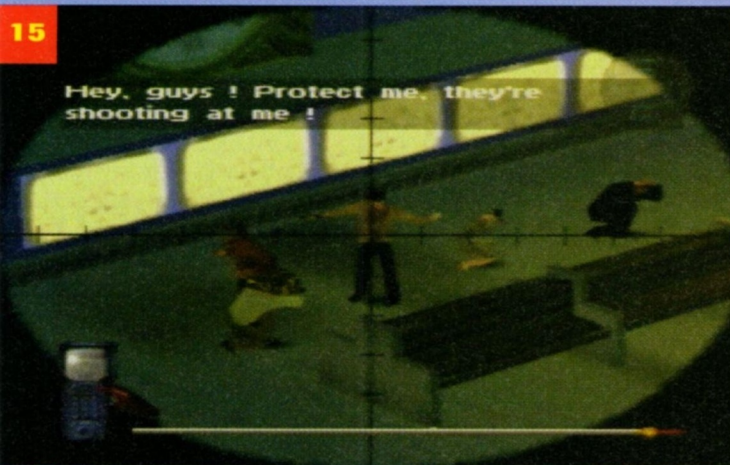
The first thing you have to do in this level is take out all of the henchmen in the first few cars of the train. Use the C button in combination with the right shift to slide out from behind cover and take out the bad dudes. Watch out and make sure you don't hit innocent civilians! It's best to wait for at least ten seconds upon entering a car before you try to kill any henchmen. After this time all of the civilians should have left the car and you'll be free to blast at your hearts content [16]. After the first few

cars you'll come across Candice who'll give you the facemaker and a gas capsule. Continue on here and flick the exit switch in between cars [17]. In the next carriage you need to find the ticket inspector. Punch him out and use the facemaker on him to assume his identity [18]. Now put away your gun and walk into the next carriage. This next carriage has the last of Max's henchmen in it. Seeing you are disguised you can walk right up to them and punch them out without alerting the other ones. Repeat this until you get to Max's room. Throw the gas capsule while standing at her door [19] and then back off until the gas clears. Then go inside and grab the Noc list. Now go around the corner and take out the last henchman and then go into the next carriage. You'll see a bar with people at it drinking and talking - don't be fooled, they are all enemy agents and will fire upon you as soon as you walk past them [20]. So, just shoot them all in the head nice and quickly and then walk to the back of the carriage to see Phelps. Quickly walk towards him and take a shot at him. He will disappear, so just walk into the next carriage. Now, in here are a few more bad guys hiding behind crates. Take them out and collect the liquid nitrogen and the flame thrower sitting on the crates in the carriage. After you've killed all the bad dudes [21] go to the end of the carriage and use the flame thrower on the brackets around the safe. When they are red hot, use the liquid nitrogen on the brackets and they will break, allowing you to open the safe [22]. Now use the remote control that you got from Max on the bomb to disarm it and complete this level.

## TRAIN ROOF

This level is quite simple and only consists of killing henchmen who get in your way in your efforts to take out Phelps. They pop up along the rooftop as you walk along, so use the zoom on the gun to take them out with a headshot. Be careful of the electric conductors on the train's roof as they can give you a nasty shock as well. Helicopters will also appear and try and take you on. You'll be able to pick up a rocket launcher along the way which you can use to take them out with one shot, or you can hit them with a few gunshots to finish them off but your almost guaranteed to take hits in the process. Cars also appear along the side roads and have henchmen that take shots at you [23]. The same rules apply here - one shot with the rocket launcher or a few gunshots. Try to take out the driver with a single head shot, which will cause the car to slide out and smash. After a while you'll come across Phelps, who will try to get onto a helicopter to escape. When he gets on the copter, hit it with a single rocket to finish the level and finally kick his ass...









## SUBPEN

Your first goal is to find the mines. Walk up the ramp and take out the guard nearby and then take a right and another right and you'll come to a large stack of boxes. Climb all the way to the top and grab the A.F.scrambler [24]. Now head off to the right, ducking the search lights, and pick up the mines [25] and then return to the boat and give them to Clutter. Once you've given them to Clutter, head back to the place where you found the mines and continue on past the next set of searchlights (follow the red dots on the radar map). Here you'll pick up the explosives [26]. Now chances are that the detonator has been found and taken to the guard house so you'll have to make your way there. There are three commandos inside, so you'll have to open the door and slide sideways (with the C buttons while holding R shift) and shoot them quickly [27]. There are other guards around, so be careful and try not to use too much ammo. Go inside and get the detonator and then make your way to the pumphouse. Inside is a guard, so take him out and place the explosives in front of the main generator [28]. Pick up the wire cutters and then exit the pumphouse, turn left and meet up with Clutter behind the pumphouse. When this is done you'll have to make your way to the large building off to the right of the guard house. On top of this building your team is in a fire-fight with enemy soldiers, so take out the two bloody pests and save the day for your team. Once you've wiped the dirty guys out you'll have to jump onto one of the trucks that drive by the building to finish the mission. Again, the jump is difficult and if you fall it's mission over (very annoying), but stick with it and you'll get it done right! [29]

## TUNNEL

This is probably the hardest and most annoying part of the game as one wrong jump means certain doom. Timing off the jumps is the most important thing. To jump successfully, turn diagonally away from the oncoming truck and as soon as you see the front of the truck - jump! and hope you land safely. Practice is the key word here! Once you make it onto the truck you'll have to jump off at various points in the tunnel. Occasionally, you'll also have to jump over pipes that hang from the ceiling. No major problem as they don't do much damage if they hit anyway. Once you make it onto the next platform you'll have to plant explosives (don't forget to pick them up on the first platform) on these large bolts [30]. One bolt on each side has to be bombed, and there is a guard on each side as well, so keep a look out when opening the doors and use the slide method to get the jump on them before they can shoot you.

## MAINLAND

Start the level by running along the left side of the buildings and then out into the open area, continually sticking to the left wall and avoiding the search lights. Take out the one or two guards who get in your way and then go through the hole in the fence and over the tunnel entrance [31]. Now climb up on top of the stacked crates on the other side of the river and up onto the roof and kill the two guards on top. Drop down and head towards the centre of the large open area, where you will meet Downey [32]. Now head around to the right side of the building you just jumped off (building A) and climb the crates to the top of it and then walk over it

and climb over the tunnel entrance again until you get back to the hole in the fence. Now retrace your steps right back to the start of the level and head off to the right around behind the two houses [33]. Now switch to the sniper rifle and take out the two guards near the power plant nearby. Now go over to the plant and place the explosives near the front of the plant [34]. Once you have planted the explosive make your way around to the power box on the wall and open it and plant the plastic explosive inside. Then just shoot it to cut the power to the area. Now walk straight in the front entrance of the camp and enter the first building on the left. Inside will be the accountant, who you should knock out and then assume his identity with the facemaker [35] and pick up the security key card on the desk. Now make your way back to Building A and enter it. Go through one double set of doors and then use the security card on the door to enter this room and get the suitcase [36]. Once you have the suitcase, head off to the centre of the large area where you met Downey previously and go up to him and he'll add a little dynamite to the package. Now head north a little and you'll see a helicopter land. Follow the guys from the helicopter into the building on the top right of this area [38] and then walk up to and talk to them. The dealers will take the suitcase and leave and you will change back to yourself. You should quickly follow them and take out the terrorists on the right but let the guy with the suitcase make it to the helicopter. It will take off and explode, and you should make your way back into the building. Once inside switch to the sniper mode and take out the guards around the boat on the other side of the building you are in. Once you have used the snipe rifle to take out all the bad guys [39] wait for Downey to join you and then just jump into the boat to finish the mission.

## GUNBOAT

This level is basically a blast-a-thon. No more, no less. Keep your eye out for objects that shoot at you and take them out first. Other objects, like buildings, are harmless and only take valuable shots away from offensive enemy weapons. Keep your eyes open for mines as well, as they can do a considerable amount of damage to your boat. Make sure you take out the huge building towards the end of the level as this is the gas factory and must be destroyed [40].

Well, that's it. You've completed Mission Impossible and you'll have to wait 'till Mission Impossible 2 arrives before you can get your hands on some more spy-gaming action. Don't forget to walk through the embassy and talk to all of the programmers at the end of the game, as you'll see some fireworks and special effects when Ethan finally gets his girl!!!







## Ken Griffey

### Called Homeruns

When Ken Griffey Jr. is up at bat, pause the game and press **LEFT, LEFT, RIGHT, RIGHT, RIGHT, LEFT, LEFT** on the d-pad. Unpause the game and Griffey will point his bat towards the outfield. If you hit the very next pitch it will be a home run.

### Easy Home Run

When Griffey is up to bat, if you hear him say "I'm Back", then wait for a good pitch. If you get one that is up in the strike zone and you hit it well, he will hit a home run almost every time. Be sure to not swing at a bad pitch if you hear him say this. Fastballs are best to hit.

### Fireworks

Enter View Stadium mode by pressing Z. While choosing your stadium, press Z+R simultaneously to launch fireworks.

### Magic Pitch

While pitching, move your pitching cursor out of the hitting cursor. Hold the z button and press any one of the C buttons to look at the base. Let go of the Z button before you let go of the C button. When you return to the batting screen there will be no cursors. Now you can pitch as usual but the computer will not be able to hit the ball. (Make sure the hitting cursor is outside the pitching cursor.)

### Quicker Throws

To throw the ball quicker, hold down the C-button for the base you want to throw to before you catch the ball. That way you'll toss it off immediately.

### Track the Ball

When you're up at bat, hold B and your circle will move to where the ball is going to be. As soon as it moves let go and now you can swing at it.

## Iggy's wrecking balls

### Bonus Character

To access a secret character without winning, press Z, A, L, R on



the player selection screen.

### Refill Boost Meter

Tap JUMP while on a boost platform to refill your boost meter.

### Secret Characters

To unlock the nine secret characters you have to beat each race in first place. For example, if you beat Downtown you'll get Sno-eee. If you beat Candyland you'll get King Jr.

### Cheat Codes

Enter these codes on the password screen. To access the Password screen, press R and Z on the title screen.

**THEUNIVERSE** - All Tracks

**HAPPYHEADS** - All characters except Iggy's girlfriend

**2TIMES** - Rollerball last twice as long as usual

**ICEPRINCESS** - Ice platforms

**GOOEYGOOGOO** - Goo platforms

**JUMPAROUND** - Level select at pause screen

**SWOPSHOP** - Adds different accessories to your character

**GOBABY** - Full turbos

**TOOMUCHPIE** - Fat Reckin' Balls

**NONSTOP** - Non-stop roller ball

**2ROKTOO** - Use the Turok 2 effects engine

**ROLFHARRIS** - Pen and ink mode

## All star baseball

### Beachball Baseballs

Enter **BBNSTRDS** at the cheat menu and your baseball will be beachball sized.

### Credits

Enter the following code at the titles screen to enable a credits option: **R, A, Z, R, C-RIGHT, A, B.**

### Easy Base

To get a runner on first base, press C-Down. This will cause you to bunt. Hold C-Down and aim your bunt toward third base. When the ball is bunted it will be down the third base line. The players will attempt to throw you out but you will be safe.

### Easy Outs

If an opposing player hits a base-hit, while he is on base keep throwing the ball around between the bases. One of your players will eventually throw a wild ball, and the

runner will automatically run. Now you can tag him for the easy out.

### Easy Strike

If you are on defence and you pitch the ball and the batter squares up to bunt it and misses it, the batter will always try to bunt on the second pitch. If you simply hit the "B" button instead of the "A" button to pitch it, the pitch will be pitched outside where the hitter can't hit it, but he will try and he will get a strike.

### Extra Running Speed

When running to a base to speed your player up quickly tap the Z button. This also works when running back to a base by hitting R quickly.

### Little Home Run Derby Guy

Make sure you have a roster slot open on a team. It should say "empty" instead of a player's name. Go to HOME RUN DERBY and pick that guy. You won't even see him walking in the grass because he's really small and dark. It takes a while for him to reach the mound, so be patient. Watch the pitcher; he'll actually have to throw to the ground so this guy can hit the ball. He does





pretty good though, and it's funny to watch.

### More Pitch Selections

Press and hold either the Z or L button to get a second set of pitches. Now you'll have eight pitches to choose from, including the spit-fastball and the screwball!

### Pick-Off Base Runners

You can pick off the baserunner easier if you first pick the pitch you want to throw. Now wait until the baserunner has gone to his biggest lead-off possible (some baserunners will take a big one.) Then press the A button to pitch the ball to the batter, but before he can pitch the ball press the C button that the baserunner is leading off from. The result should be that the pitcher will start his wind-up and then quickly throw out the baserunner.

### Power Hit

To get a more powerful hit hold the joystick down and hit the ball when it comes. You should hit a homerun or something close to that. This works great in the homerun derby.

### Smaller Strikezone

When you create a player, get a batter with a crouched batting stance. That player will have a smaller strikezone and it will be easier to hit the ball.

### Smoke Trail

Enter GRTBLSFDST at the cheat menu to see a smoke trail from the ball.

### Victory Dance

After the opposing team scores, walk your player to home plate. The man who just scored will be doing the YMCA or the Macarana.

## Legend of Mystical Ninja

### Avoid Attacks

Here's an easy way to avoid an attack. Just change your character before your enemy attacks you and it will go right through you.

### Boss Mode

If you collect all 45 of the Fortune Dolls throughout the game, it will unlock a special boss mode under the options section.

### Easy Money

If you find a room with a lot of gold (or pots with gold) such as the first room in Oedo Castle walk into the room and get the gold. Then leave and come back in and — surprise! All of the gold is right back where it was! You can do this as many times as you want and stack up on cash.

### Golden Hair

While using Goemon's touch-and-go skills, get killed by an enemy (if you have more than one life.) If you do this, you will come to life again with golden hair.

### Move While using Weapon

When you use your weapon you can't move, but if you start to move and while still moving you press the attack button you can then move!

### Ninjitsu 360° Blade Slash

Rapidly rotate the control stick in a 360° motion while rapidly tapping the B button. This produces a Ninjitsu 360° Blade Slash that will kill all the enemies around you.

## Holy Magic Century

### Avoid Spells

Avoid some enemy spells by doing the following when the enemy casts their spell ... The only problem is you have to get hit to build up your Defence ability!

- **WIND CUTTER LV1:** let it pass you on the right and run behind it in a clockwise circle.

- **ROCK LV1,2,3:** either wait for the rock to appear and run left or right, or run up to the enemy and the rock will form behind you (if it is a Man Eater which ONLY has a Rock LV1 attack, once you are up to it stay there and it can't hit you—use your staff here and you won't even use any MP).

- **Homing Arrow LV1:** run TOWARD the enemy between the centre arrow and one of the outer arrows.

- **HOMING ARROW LV2:** (hard) wait for the first arrow to pass on the left and IMMEDIATELY run left, then toward the enemy and continue behind the rest.

- **FROG KNIGHT:** stand back and it will use Wind Cutter LV2 only it usually won't hit you if you are far enough away (this DOESN'T usually work for other enemies with the Wind Cutter LV2 attack).

### Item Collection Tip

A good way to get a collection of items is to first go to a place such as a house or mess hall where you can get items by talking to people. Then, go to the chests that contain the same item as the one you collected, and get the item out of that chest. This works because people will not give you items that you already have in your inventory.

### Playing Tip

In the beginning of the game, pump up your WATER spells as high as possible. This will get you more life and the much-needed healing spell.

### Secret Castle

To get to Shamwood, the secret castle that does NOT appear on your map, play through the game until you get to the desert sec-



tion. Now explore the SOUTH-EAST part of the wide open desert with no walls until you see a gem floating in the air. Touch it and you will be teleported to Shamwood, full of treasures, spir-its, and clues.

## Chopper Attack

### Alien Disruptor

Beat level 7 on expert mode to get the alien disruptor.

Defeat the Mission 6 Boss

To defeat the boss in Mission 6 easily (the big green plane) make sure you have plenty of the fat green missiles (that's the technical name). Then you want to get underneath the plane and shoot as many upward as possible at a time. Do this for a while and he will die easier than it is to try and get a lock on him. For the other planes, buy some big red locking bombs and just shoot a bunch at him.

### Different Views in Chopper Select Screen

Go to a chopper but don't pick it yet. Hit the L button. There should be a screen with statistics and a rotating picture of your chopper. You can now use the analog stick to control the chopper's rotation.

### Level Select

At the "Press Start" screen, press C-Up seven times for level select.

### Presidential Bailout

While playing, press Z + C-Up + C-Down, then launch a homing cluster at your opponent. If it hits, you will see the president jump out of the plane.

## Crusin World

### Turbo Boost

When any race is about to start, you'll hear "Ready...Set...Go". As this is starting, hold down the accelerator just after you hear "Set". If your timing is just right, you will get a turbo boost to start the race. This trick may take practice, but it's well worth the time and effort.



## F-Zero X

### All Cars, Tracks and Difficulties

At the Mode Select screen, press L, Z, R, C-UP, C-DOWN, C-LEFT, C-RIGHT, START. You should hear a chime if you did it correctly.

### Change Car Colours

To change your car's colours, simply press the R-Button during the car customisation screen. Note that there are only a few selectable colours for each vehicle.

### Joker Cup

To get the Joker Cup and six additional tracks beat the Jack, Queen, and King Cup on Standard difficulty.

### Mule City II Shortcut

Right after you make the third hard turn, you will see a ramp to the left that looks like it will lead you off track. If you hit it with a booster, you will fly over the gap and onto the next strip of tracks.

### Rotate Cars on Customisation Screen

Want to see your car from different angles? At the customisation screen press the C-Buttons to rotate the car in all directions.

### Smaller Cars

At the car select screen press and hold the (L) and (R) buttons. While holding those buttons press C-LEFT and C-DOWN to shrink the cars.

## Super Mario 64

### Belly Flop

To make Mario do a belly flop, do a sideflip but press A and B simultaneously.

### Butterfly Punching

Sometimes in the game you will see a bunch of butterflies fly out of a tree or grass. Punch or touch any of them and they will turn into a 1-UP. Also some of the butterflies turn into bombs.

### Camera Trick

After you've won the game, you can control the camera angle in the scene where Mario is talking to the Princess. To do so, use the

analog stick on Controller Two. You can also do this on the Credits screen.

### Extra Lives Outside

When you are outside, and the water is gone, go under the bridge and locate two yellow coins. Do a side jump and then a wall kick to get them. When you get the second coin a 1-up should fall. Run over to it and collect it. Enter the basement or the main castle door, then come out again and recollect your 1-up.

### Extra Lives from Moles

You can get 1 extra life on any of the levels with moles. If you jump on 6 moles a secret life will appear.

### First Person View

Set your camera mode to "HOLD CAM" then, using the regular camera, look around by pressing C-Up. Now hold R and press A or B. The Lakitu should be very close to Mario. Walk into the Lakitu to change your perspective. You can see your surroundings, but you may see pieces of Mario.



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This most excellent cartoon was sent in by Jon Kerney. Well done, Jon.





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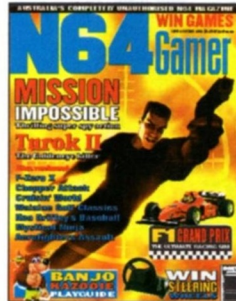
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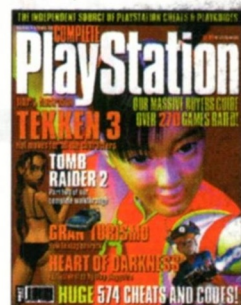
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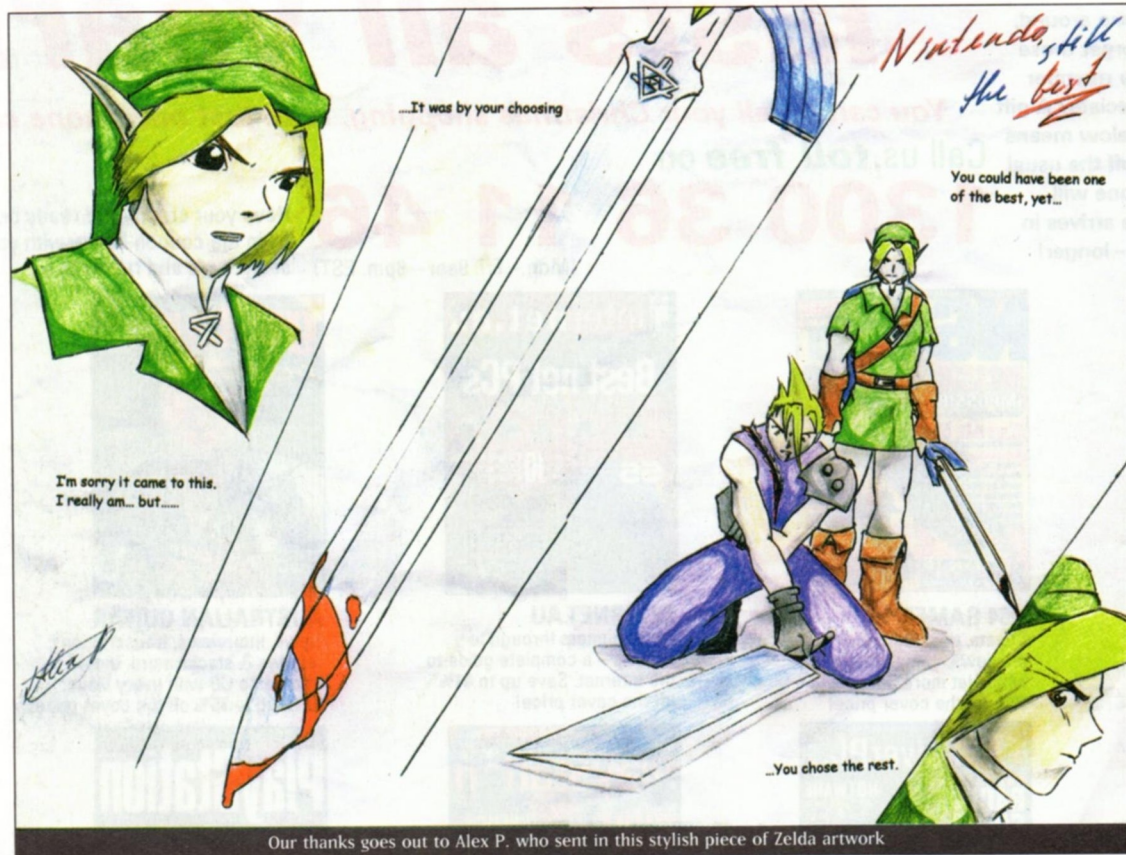
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Our thanks goes out to Alex P. who sent in this stylish piece of Zelda artwork

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## Poo - Crap Game

New Game



## 1080 Snowboarding

Overall 9

Graphics 4 • Sound 4 • Gameplay 4

Racing • 1-2 players • Nintendo • Rumble • \$99.95

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics and great spot effects, like lens flare, courtesy of the N64's hardware, make this game a dream to look at. On top of that it handles like you'd expect a real snowboard to handle. A definite purchase, even for those who don't like the sport.

## Aeroguage

Graphics 3 • Sound 2.5  
Gameplay 3

Overall 6.5

Racing • 1-2 players • Nintendo  
No Rumble • \$99.95

• The free-floating Wipeout-style driving is a nice concept for a racing game, but somewhere along the way it all falls to pieces. A huge amount of pop-up, overly hard opposing drivers, and a lack of realism in the crafts handling make this a game that's best left for hiring on weekends.

## Airboarders

Graphics 3 • sound 3.5 •  
Gameplay 3

Overall 6.5

Racing/Sports • 1-2 Players  
Nintendo • No Rumble • \$ 79.95

• A rather good graphics engine, and the ability to board over any obstacle in the game make Airboarders sound like one cool game. Unfortunately, the game falls down from there, with little replay value, no Vs CPU option and a racing engine that grows boring very



## All Star Baseball '99

Overall 9

Graphics 4.5 • Sound 4.5 • Gameplay 4.5

Baseball • 1-4 players • Roadshow • Rumble • \$99.95

• This, without a doubt, is the best baseball game available anywhere today. Photo-realistic graphics that'll start you drooling, excellent speech and sound combined with incredibly simple, yet deep gameplay make this a game for those out for a quick hit and others who want to play a complex full season game. A must for sports fans.

quickly. It's worth a look for the game's great, open courses and the cool tricks you can pull off but it all grows tiring very quickly.

## Automobili Lamborghini



Graphics 4 • Sound 3.5

Gameplay 3.5

Overall 8.5

Racing • 1-4 Players • Activision  
Rumble • \$99.95

• Definitely the best looking racer on the N64, Lambo 64 just seems to lack a little passion and speed in its driving engine. The control is overly sensitive, with the analogue controller overreacting at the slightest touch. Still, it's great fun multiplayer and the really smooth visuals and great engine noises make this a game that's definitely worth a look.

## Bio Freaks



Graphics 3 • sound 2.5 •

Gameplay 2.5

Overall 7

Fighting • 1-2 Player  
GT Interactive • No Rumble

• Without a doubt the most violent and bloodthirsty game on any console, Bio Freaks is a nice mix of air and land-based 3D fighting. The game's good combo engine is overshadowed by the cheap 'n' nasty projectile weapons each character has, as you hardly ever get the chance for some real, beefy up-close combat as the cheap moves are too irresistible not to use. Worth a look just to see how far programmers can push the game's censorship board...

## Blast Corps



Graphics 4 • Sound 3.5

Gameplay 3.5

Overall 8.5

Puzzle/Strategy • 1 Player  
Nintendo • No Rumble • \$59.95



## Banjo-Kazooie

Overall 9

Graphics 4.5 • Sound 4 • Gameplay 4

Nintendo • Rumble • \$79.99

• One of the best looking games on the N64 also happens to be one of the most fun-filled games as well. Huge, beautiful 3D worlds are filled full of simple and complex tasks that will see players glued to this game for weeks on end. Not quite as polished as Mario 64, but more varied and just as enjoyable.

• A totally original game, Blast Corps calls on you to take control of 10 different vehicles from bulldozers to huge mechanical robots and then lay waste to endless buildings and cities. There's a lot of strategy and thinking to be done on how to destroy buildings, and which ones to clear first, so that a runaway nuclear carrier can travel through the cities safely. Great graphics see the game through its more repetitive moments.

## Body Harvest



Graphics 3 • Sound 2.5

Gameplay 3

Overall 7.5

3D Shooter • 1 Player

Gremlin • Rumble • \$99.95

You take charge of a time travelling hero who's out to stop aliens who plan to devour the entire human race. You also get to control over 60 different vehicles in this fully 3D shooting fest. Nice ideas are somewhat ruined by the game's sloppy 3D engine with glitches and slow frame-rates that really hinder the game's enjoyment. Still, the nice game ideas and sheer size of the 3D worlds make it worth a look.

## Bomberman Hero



Graphics 2 • Sound 1

Gameplay 2.5

Overall 4

3D Platform • 1 player

Nintendo • ???Rumble???? • \$59.95

Arguably one of the best multiplayer games ever has been practically crippled in this latest version of the Bomberman saga. There's no multiplayer mode in this game. Yep, that's right; no multiplayer mode. On top of that the game is simple - bordering on dead easy - and the graphics and gameplay do little to make up for the abomination that is the omission of a multiplayer mode in a Bomberman game. Really die hard fans need only apply...

## Bomberman 64



Graphics 2.5 • Sound 3

Gameplay 4

Overall 8

Puzzle/Platform • 1-4 players

Nintendo • Rumble • \$59.95

• A bit of a disappointment for those looking to relive the good old days of Bomberman on the SNES. The single player game is



a tad boring, with aimless wandering making up the bulk of its gameplay. Multiplay though, is still where Bomberman shines. No more need for a multi tap adaptor. Four players can 'plug in and play' in a game that still has similar gameplay to the SNES version - great fun.

## Buck Bumble



**Graphics 3 • Sound 4  
Gameplay 4  
3D Shooter • 1-2 players  
Nintendo • No Rumble • \$99.95**

**Overall 8.5**

The creators of the original SNES Starfox are back with a game that provides a great mix of 3D flight and shooting action. Buck Bumble is an interesting character in an interesting 3D world with plenty of action and tonnes of levels to keep gamers playing for months. The visuals are by no means the best on the N64, but the shooting action and the variety of weapons make this a game that's recommended for action fans. Well worth a look.

## Bust-A-Move 2



**Graphics 2 • Sound 3  
Gameplay 4  
Puzzle • 1-2 Player • Roadshow  
No Rumble • \$99.95**

**Overall 8**

You may laugh at the sad graphics but Bust-A-Move 2 relies on its solid puzzle gameplay that's been tried and tested on many formats before the N64. Shoot coloured balls at other coloured balls - sounds simple but this game will be the result of many sleepless nights and a general fall in gross domestic revenue as normal hard workers take sickies just to play endless hours of this game.

## Chopper Attack



**Graphics 3.5 • Sound 4  
Gameplay 3.5**

**Overall 7**

**3D Shooter • 1 Player • Midway  
Rumble • \$99.95**

The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up gameplay', great music and plenty of different choppers to fly with. The visuals are a bit dull and lifeless in colour and the fact that the game only has six levels will mean that reasonable gamers will finish it way too soon. A perfect rental game.

## Crusin' World



**Graphics 3.5 • Sound 3.5  
Gameplay 3  
Fighting • 1-4 Players • Nintendo  
Rumble • \$79.95**

**Overall 7**

A much better driving game than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore in single player mode, but plug in a few pads and the game really has some enjoyable moments and is a great deal of fun.

## Crusin' USA

**Graphics 3.5 • Sound 2  
Gameplay 2  
Racing • 1-2 players • Nintendo  
No Rumble • \$79.95**

**Overall 6**

• One of the first games

promised for the N64, Crusin' USA appeared to be a serious rush job to an angry market of gameless N64 owners. An often choppy frame-rate combined with a poor driving model and unwanted censorship (you can't score road-kill on cows etc) left this game a real disappointment. Even the two player mode sucked.

## Dark Rift



**Graphics 2.5 • Sound 2.5  
Gameplay 2.5  
Fighting • 1-2 Players • Gt Interactive  
No Rumble • \$99.95**

**Overall 6.5**

• The first game to run at a smooth 60 frames, Dark Rift is an average fighter that looks a little dirty and dark in the visual department. Some characters are fun to use, but fighting game freaks will tire of the game's characters and their somewhat limited combo system quickly.

## Doom 64

**Graphics 4.5 • Sound 3.5  
Gameplay 4  
3D First Person Shooter • 1 Player  
Gt Interactive • No Rumble • \$99.95**

**Overall 8**

• While not as pretty as Goldeneye or Turok, Doom 64 is an excellent conversion of the PC classic and retains all of the



## Diddy Kong Racing

**Graphics 4.5 • Sound 3.5 • Gameplay 4  
Racing • 1-4 Players • Nintendo • Rumble • \$79.95**

**Overall 9**

• DKR's single player game totally slams Mario Kart's by comparison, as the variety of gameplay and tracks is much wider. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game from Rare.



## F1 World Grand Prix

**Graphics 4.5 • Sound 4 • Gameplay 4.5  
Racing • 1-2 Players • Nintendo • Rumble • \$79.95**

**Overall 9**

Gamers searching for the ultimate F1 simulation need not look any further. F1 World GP has excellent 3D graphics, realistic control and a wealth of options that would see any driving sim go absolutely crazy. The game's only downside is that it is strictly a simulation. Those looking for an arcade-type racer will be disappointed. Still, F1 is a sim game and no other game does it better.

atmosphere that made the PC game such a hit. Silky smooth frame-rates and brilliant sound effects really help you blend into the doom world. The fact that the game uses 2D sprites for its monsters is its only real downfall.

## Dual Heroes

**Graphics 1 • Sound 1  
Gameplay 1  
Fighting • 1-2 Players • Nintendo  
No Rumble • \$59.95**

**Overall 2**

• This game hasn't been given the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!

## Duke Nukem 64



**Graphics 3.5 • Sound 3.5  
Gameplay 3.5  
3D First Person Shooter • 1-4 Players  
Gt Interactive • No Rumble • \$99.95**

**Overall 8.5**

• Again, this ain't no Goldeneye but Duke has his fair share of really enjoyable gameplay. Great weapons and meaty sound effects make you forget about the ugly 2D monsters. Special mention goes to the multiplayer mode, which is some of the best fun a couple of friends can have on the N64. Totally overpowered weapons make for some great, cheap, one-sided victories!

## Extreme - G



**Graphics 3 • Sound 3  
Gameplay 3  
Racing • 1-4 Players • Roadshow  
No Rumble • Price: \$99.95**

**Overall 7.5**

• Another Wipeout clone that fails to capture any of the atmosphere of the popular Playstation title. The game really does have some speed in it, but the fog, poor visibility and drab colour palette let the game down a fair bit. The game's weapons are also a non-event, with nothing exciting to speak of. Fans may like it, but be sure to rent first.

## F-Zero X



**Graphics 4 • Sound 4  
Gameplay 4.5  
Racing • 1-4 Players • Roadshow  
No Rumble • Price: \$99.95**

**Overall**

Fast, furious gameplay combined with the smoothest visuals in a racing game on the N64 (60 frames per second) make this one hell of a racing game. There are plenty of tracks (over 30) and game modes to keep single players happy and the





## Goldeneye

Graphics 4 • Sound 4 • Gameplay 4.5 **Overall 9.5**  
3D First Person Shooter • 1-4 Players • Nintendo • Rumble • \$49.95

• The ultimate spy-guy game. Sneak around killing secret agents and infiltrating hidden enemy headquarters in a game that really puts you in the world of espionage. Great, powerful weapons really give a sense of impact, and the graphics are so realistic you really believe that you've become a secret agent! The multi-play mode is one of the finest on the N64 and will be the cause of many late nights! A must at \$49.95!

multiplay mode is easily one of the best for the N64. Don't let the simple graphics fool you - F-Zero X is a total blast!

## Fifa: Road to World Cup '98



Graphics 3.5 • Sound 4 **Overall 8**  
Gameplay 3.5  
Soccer • 1-4 Players

Electronic Arts • No Rumble • \$99.95  
• A much better attempt at soccer, this FIFA game features the full soccer license, better graphics and great sound effects and music. The frame-rate is still a little slow at times, but the game is more than playable and a good game in its own right. The indoor games are a good addition, offering a new concept for soccer, and they run a tad smoother than normal games.

## Fighters Destiny



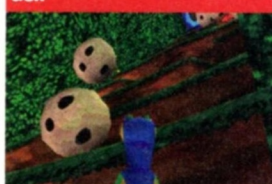
Graphics 3.5 • Sound 3.5 **Overall 8.5**  
Gameplay 3.5  
Fighting • 1-2 Players • Roadshow •

## Fighting • 1-2 Players

GT Interactive • No Rumble • \$99.95

A definite game that's in the running for worst N64 game ever. Horrid animation of the character's moves, boring attacks and lame characters make you wonder why this game was ever released.

## Gex



Graphics 3 • Sound 3.5 • **Overall 8**  
Gameplay 4

3D Platform • 1 Player •

GT Interactive •

No Rumble • \$99.95

In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary, levels that are often uninteresting and gameplay that consists of little more than 'collect X amount of coins to finish level' add up to an experience that is best suited for the very young gamer. Gex should have been much better, especially in light of its competition.

## Holy Magic Century



Graphics 3 • Sound 2 • **Overall 5**  
Gameplay 2

RPG • 1 Player • GT Interactive •

Rumble • \$99.95

This RPG is almost certainly aimed at the youngest N64 gamers. Simple combat that borders on boring, a story that lacks interest and intriguing characters and an impressive 3D engine that's bugged with glitches and annoying faults reduce Holy Magic Century to a game that will only please die-hard N64 RPG fans who just can't wait for Zelda.

## Int. Superstar Soccer 64

Graphics 4 • Sound 4 • **Overall 9**  
Gameplay 4.5

Soccer • 1-2 Players • Nintendo •

No Rumble • \$99.95

• Considering this is the same price as ISS'99, there's really no reason to buy it, as ISS'98 is everything this game is and more.

## Int. Superstar Soccer '98



Graphics 4.5 • Sound 4 **Overall 9**  
Gameplay 4.5

Soccer • 1-4 Players • Nintendo  
Rumble • \$79.95

Not as great an upgrade as many people may have wanted. Still, it has improved visuals, gameplay and sound and easily stands as the best soccer game on the N64. Team edit and player creation make up for no the World Cup licence.

## Ken Griffey's Baseball



Graphics 2 • Sound 3 **Overall 6**  
Gameplay 2

Baseball • 1-4 Players • Nintendo

Rumble • Price TBA

The long awaited Nintendo baseball game falls behind All Star Baseball '99 in every single area. Washed out, lifeless graphics and simple, unrealistic baseball gameplay make this a game that should be passed up at every opportunity. Get All Stars instead!

## Killer Instinct Gold



Graphics 3 • Sound 3.5 **Overall 6**  
Gameplay 3

2D Fighter • 1-2 Players • Nintendo  
No Rumble • \$59.95

• As an arcade conversion Killer Instinct is top class, with lovely, huge sprites and excellent 3D backgrounds that scale in and out smoothly as the fighters kick each other's butts. It is a little dated though, but the game has a huge amount of options, so it's worth a look for fighting game fans.

## Kobe Bryant's NBA

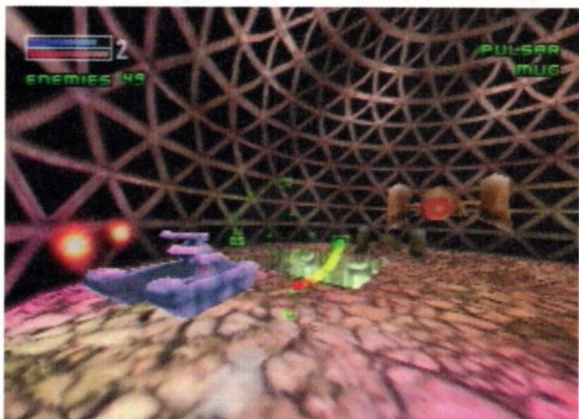


Graphics 4 • Sound 3.5 **Overall 8**  
Gameplay 4

3D Basketball • 1-2 Players

Nintendo • Rumble • \$99.95

• A nice looking 3D basketball game that has smooth animation and a near faultless graphical appearance. The gameplay's a little on the slow side, but the large amount of options and the multiplayer game more than make up for this.



## Forsaken

Graphics 4.5 • Sound 3.5 • Gameplay 4 **Overall 9**  
3D Corridor Shooter • Roadshow • Rumble • \$99.95

• The first real second generation game, Forsaken has awesome lighting, brilliant graphics and an excellent four-player mode. The missions are complex and will take a while to finish and the ability to use CPU players in multiplayer mode means you don't need friends for a deathmatch. If you like 3D corridor shooters, then it's an essential purchase. If not, still take a look at it.



## Lylat Wars



**Graphics 3.5 • Sound 3.5  
Gameplay 3** **Overall 9**  
3D shoot 'em up • 1-4 Players  
Nintendo • Rumble • \$99.95

• As a shoot 'em up, Lylat Wars is a fairly good mix of action that tries to live up to a tired old genre. The graphics are quite good, although a little sparse and lacking detail in places. Four player games are good fun, if not a little behind the standard in Mario Kart and Goldeneye. With a Rumble Pak strapped together with the game, Lylat Wars is really terrific value for the price.

## Mace: The Dark Age

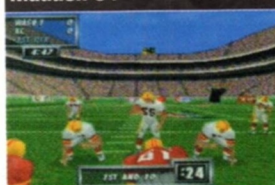


**Graphics 3.5 • Sound 3.5  
Gameplay 3.5** **Overall 8**  
3D Fighter • 1-2 Players  
GT Interactive • No Rumble • \$99.95

• As an excellent conversion of the arcade game, Mace has some of the best visuals on the N64, although the game has problems with the animation of the fighters. The combo system is a little lacking but the gore in

the game more than makes up for this. Dice and slice limbs and heads off to your hearts delight - oh yeah!

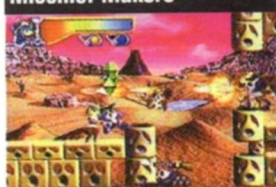
## Madden 64



**Graphics 3.5 • Sound 3.5  
Gameplay 4** **Overall 8.5**  
American Football • 1-2 Players  
Electronic Arts • No Rumble • \$99.95

• Although it runs in a lower-res than Quarterback Club, Madden 64 has hyper-smooth visuals and great gameplay to match. The sound and commentary are also quite good, but you may have to be a fan of the sport to get real enjoyment out of this game.

## Mischief Makers



**Graphics 3.5 • Sound 3  
Gameplay 4** **Overall 8**  
2D Platform • 1 Player • Nintendo  
No Rumble • \$59.95

• Even though it's a bog-standard 2D platform game, Mischief Makers has a lot of charm in its design that's supported by great 2D visuals. Huge bosses, excellent graphi-

cal effects and solid gameplay make up a great all-round title that's recommended for those who remember the great days of SNES platforming.

## Mission Impossible



**Graphics 4 • Sound 4  
Gameplay 4** **Overall 8.5**  
3D Shooter/Spy Sim • 1 Player • Nintendo • No Rumble • \$99.95

Super-spy game that borrows ideas from Goldeneye and adds some real great ones of its own. A good deal of variety in its missions, but MI just doesn't sit together as well as Goldeneye in its single player game. On top of that, MI has no multiplayer mode, which makes it a questionable purchase for Goldeneye fans looking for more.

## Mortal Kombat 4



**Graphics 4 • Sound 3.5  
Gameplay 4** **Overall 8.5**  
GT Interactive • Rumble • \$99.95

• MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64. Fluid 60 frames per second graphics and fighting action that moves at lightning speed make this game very impressive visually. The huge amount of characters and combos will keep even the hardest fighting game freaks happy for months.

## Multi Racing Championship



**Graphics 3 • Sound 2  
Gameplay 3** **Overall 7.5**  
Racing • 1-2 Players • Roadshow  
Rumble • \$99.95

• This certainly isn't the best looking racing game on the N64, as it has plenty of fog, dithered, washed out textures and very samey-looking tracks. But MRC has a good deal of playability to it. The cars handle



## NFL Quarterback Club '98

**Graphics 4.5 • Sound 3 • Gameplay 4** **Overall 9**  
American Football • 1-2 Players • Roadshow • Rumble • \$99.95

• The graphics in this game are technically the most impressive on the N64 and the gameplay is no slacker either. The full license for the NFL, plenty of stats and figures to change and a huge amount of offensive and defensive plays make this a sports sim lover's dream. The gameplay's not as fluid as Madden, but it's still the best American Football game on the N64.

well, but lack the great power slides we all love to see. It's an average racer that is worth a look for fans of the genre.

## Mystical Ninja



**Graphics 3.5 • Sound 3  
Gameplay 3.5** **Overall 7.5**  
Action/Adventure • 1 Player  
GT Interactive • No Rumble • \$99.95

A decent role playing game who's plot may be a little to "Japanese" for Australian gamers. You take control of four different characters and go on a quest to stop the evil Warlord who's corrupting Japan with western culture, like McDonalds. Good ideas in its gameplay, but only seasoned RPG fans would like this. A good rental game for a rainy weekend!

## Nascar '99



**Graphics 3.5 • Sound 1.5  
Gameplay 3** **Overall 6.5**  
Racing • 1-2 Players • ElectronicArts  
Rumble • \$99.95

Despite the fact that most of Nascar's gameplay involves

simply turning left at every corner (as most of the tracks are ovals), Nascar '99 is a reasonable attempt at Daytona USA for the N64. The two player mode is fun, while the one player mode has a good deal of options to stretch some life out of this average racing game. It's no Lamborghini 64 or Top Gear Rally, but real racing fans will find something of interest here.

## NBA Hangtime



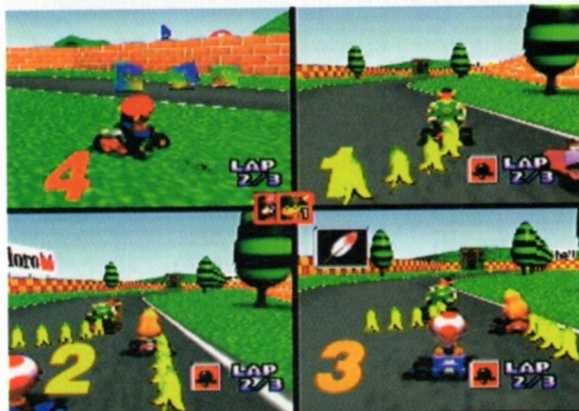
**Graphics 2.5 • Sound 2.5  
Gameplay 2.5** **Overall 6**  
2D Basketball • 1-4 Players  
GT Interactive • No Rumble • \$99.95

• Stylish, well drawn 2D characters and slick, arcade gameplay make this a game for those looking to sink a few, quick hoops. Not much strategy involved here, but the multiplayer game is a blast when a few friends come over. Definitely not for sim fans.

## NFL Blitz



**Graphics 4.5 • Sound 4  
Gameplay 4** **Overall 8.5**



## Mario Kart 64

**Graphics 4 • Sound 3 • Gameplay 4** **Overall 9**  
Racing • 1-4 Players • Nintendo • No Rumble • \$99.95

• A rather basic single player mode is held together by great music, excellent 3D graphics, flawless control and those cutsey Mario characters. Plug in an extra pad and Mario Kart becomes a all time favourite on the N64. Its addictive gameplay will be the cause of many sickies from work and school. At \$49.95 it's an essential purchase!



## Football • 1-2 Players • GT Interactive Rumble • \$99.95

What is basically the NBA Jam of American football games, NFL Blitz is a fast, furious game that will appeal to those who find most NFL games too complex to get involved with. Blitz has smooth, lovely visuals and hard-hitting gameplay but its overly simple gameplay could be its only real fault. Sim fans may be a little bored with this game all too soon, but others will no doubt find Blitz one of the best sports games on

real thing (even if the frame-rate is a bit jerky at times), and provides you with a real sense of immersion. You'll spend plenty of time exploring the huge maps (largest seen in any N64 game), and gasping at the effects Nintendo have stuffed in. This one has the goods to convert anyone into a flight freak. Just a pity there weren't more vehicles.

## Quake 64



Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**

3D First Person Shooter • 1-2 Players  
GT Interactive • Rumble • \$99.95

The monster PC hit arrives on the N64, a little ragged around the edges, but still a highly playable conversion. The sound and graphics provide great atmosphere, although the 2 player mode really sucks. It's long, hard and addictive, so you'll be stuck at it for weeks until you have fragged every monster.

## Rampage



Graphics 2.5 • Sound 3  
Gameplay 3 **Overall 6**

3D Shooting/Platform • 1 Player  
Nintendo • No Rumble • \$79.95



## San Francisco Rush

Graphics 4 • Sound 3 • Gameplay 4 **Overall 9**

Racing • 1-2 Players • GT Interactive • Rumble • \$99.95

An excellent new theme on racing (driving over buildings instead of around them) and a great graphic engine make this one of the best racing games on the N64. You'll be at it for ages trying to find the most insane jumps and shortcuts, while the two-player game will create plenty of rivalry between friends.

## 2D Beat 'em up • 1-3 Players GT Interactive • Rumble • \$99.95

A conversion of an ancient game that really should have stayed at the arcades. Great fun with a few friends punching the crap out of each other, but the single player game is dire and boring after only a few levels. Very repetitive to say the least.

## Robotron



Graphics 1 • Sound 2  
Gameplay 2 **Overall 5**

3D shoot 'em up • 1 Player  
GT Interactive • No Rumble • \$99.95

Purely mindless shooter that plays on your memories of retro games in order to get an audience. Shabby, ugly visuals together with brain dead gameplay make this a no-brainer to say the least. I'll have to kick Mithra in the butt for giving it 5...

## Shadows of the Empire



Graphics 2.5 • Sound 3  
Gameplay 2.5 **Overall 6**

3D Shooting/Platform • 1 Player  
Nintendo • No Rumble • \$79.95



## Super Mario 64

Graphics 5 • Sound 4.5 • Gameplay 5 **Overall 10**

3D Platform • 1 Player • Nintendo • No Rumble • \$49.95

I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great, catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

A total shame and 'blasphemy' to the name of Star Wars, Shadows has some of the dodgiest gameplay yet seen on the N64. With a mix of shoot 'em up, doom-style and flight-sim gameplay, Shadows tries to be many games but succeeds at none. Although great fun for the little ones, Shadows is not recommended for experienced gamers.

## Snowboard Kids



Graphics 4 • Sound 2.5  
Gameplay 3.5 **Overall 8**

Snowboarding • 1-4 Players  
Nintendo • Rumble • \$59.95

A great spin-off from the traditional snowboard game, SBK provides some great, colourful visuals, weird but cute character design and a good multiplayer mode, which creates a very good all-round game. You can perform tricks, but most players will stick to using the 'Wipeout-style' weapons on other players.

## Top Gear Rally



Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**

Racing • 1-2 Players • Nintendo Rumble • \$79.95

TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically re-creates rally driving on the N64. Troubles do arise with the car's control later in the game when you get a hold of faster cars, but it's still easily one of the best rally games on any system. Those looking for great multiplayer may be disappointed though.

## Turok Dinosaur Hunter



Graphics 3.5 • Sound 3.5  
Gameplay 4 **Overall 8.5**

3D First Person Shooter • 1 Player  
Roadshow • No Rumble • \$99.95

Kick dinosaurs' asses all the way through huge levels that are larger than anything else on a home console. The weapons in the game are arguably the best ever seen, with huge nuclear mushroom cloud effects that envelop the whole screen and make you wonder how anything survived. The game's only problems are its dreaded fog and rather limited colour palette. A game that's highly recommended.

## Pilotwings 64



Graphics 4 • Sound 2  
Gameplay 4.5 **Overall 8.5**

Flight sim • 1 Player • Nintendo  
No Rumble • \$69.95

Plays and looks just like the





## Wave Race 64

Graphics 4 • Sound 3.5 • Gameplay 4.5

**Overall 9**

Jet Ski Racing • 1-2 Players • Nintendo • No Rumble • \$99.95

It may have borders and be a tad on the jerky side frame-rate wise, but Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is impressive. If you love racing games, then check it out.

## Wailaee Golf



Graphics 2 • Sound 2  
Gameplay 2.5

**Overall 6**

Golf • 1-4 Players  
Nintendo • No Rumble • \$79.95

A rather nice, playable golf game hidden under some ugly 2D Dimensional 'cardboard cut-out' scenery. One look at Wailaee and you'll wonder why the graphics programmers didn't do more. Golf fans will love it, but the fact that the game only has one course with 18 holes means that it will test even the greatest golf lover's attention span.

## WG's 3D Hockey '98



Graphics 3.5 • Sound 3  
Gameplay 3

**Overall 8**

3D Hockey • 1-2 Players  
GT Interactive • Rumble • \$99.95

• Pretty much the same game as Wayne Gretzky's, although it has a '98 slapped on the end of it. Better goalie AI and a few more options just don't cut the mustard in a sequel. If you don't own the original then check it out. Otherwise give it a huge miss.

## Wetrix



Graphics 3.5 • Sound 4.5  
Gameplay 3.5

**Overall 8**

Puzzle • 1-2 Players • Roadshow  
No Rumble • \$99.95

• A great idea and spin off of the old 'Tetris' theme come alive with excellent graphics and brilliant sound. The water effects look as good as those in Wave Race, and the puzzle action is addictive and tough. A training mode is there for beginners and makes it a well balanced puzzle game.

## WipeOut



Graphics 3.5 • Sound 4  
Gameplay 4

**Overall 8.5**

Racing • 1-4 Players • GT Interactive  
Rumble • \$99.95

An almost perfect conversion of an excellent racing game originally seen on the Playstation. WipeOut has fast, furious gameplay with craft that travel at insane speed, wield awesome weapons, with the combination of both making a totally addictive and entertaining game. WipeOut's only faults are its

lack of tracks (7) and that these track's design and the game's graphics and gameplay have been bettered by Nintendo's recent F-Zero X. Fans of the original will no doubt find the game an essential purchase.

## WCW Vs NWO - World Tour



Graphics 4 • Sound 3 •  
Gameplay 4

**Overall 8.5**

3D Wrestling • 1-4 Players •

GT Interactive • Rumble • \$99.95

Arguably some of the most fun you could ever have on your N64. Slam, smash and bang your opponents all 'round the ring with excellent 3D visuals providing realistic wrestling action. A little bit limited in single player mode, but plug in a few extra pads and you'll have the time of your 'gaming' life bashing up your mates.

## World Cup '98



Graphics 3.5 • Sound 4  
Gameplay 3.5

**Overall 8.5**

Soccer • 1-4 Players • Electronic Arts  
Rumble • \$99.95

The latest installment in the Fifa series nearly knocks ISS64 off its perch as the best soccer game on the N64. The graphics are good, but not quite smooth enough, while the animation is some of the best seen in a soccer game. The control is very good as well, but the music is way better than ISS64. Pick World Cup '98 for its license and music or International Superstar soccer 64

for its control and gameplay. Both have their merits.

## Wrecking Balls



Graphics 3.5 • Sound 4  
Gameplay 3

**Overall 6.5**

Roadshow • Rumble  
• \$99.95

Wrecking Balls turns out to be a racing game with a unique twist to it - you're a bouncing ball that has to make his way along and up platforms to the very top of each level. The game has a combat element in it as well, but the ideas just don't seem to come off that well. Try renting the game for a weekend to be

## Yoshi's Story



sure you like it before you buy.

Graphics 4 • Sound 4

Gameplay 3.5

**Overall 8.5**

2D Platformer • 1 Player • Nintendo  
No Rumble • \$99.95

Great, dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game. The game just isn't long or hard enough for seasoned gamers, and while young ones will love it, the older gamers should really look elsewhere. A bit disappointing considering N's recent history with 2D games. Great music though... Yeeeeeaaahhhh...



## WWF Warzone

Graphics 4.5 • Sound 4 • Gameplay 4

**Overall 9**

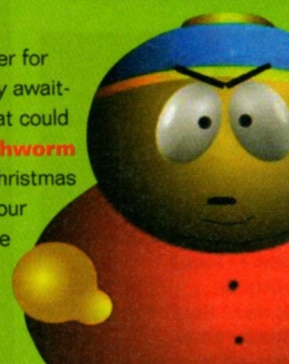
Wrestling • 1-4 Players

Roadshow Rumble Pak Support: Yes • Price: \$99.95

Arguably the best visuals ever on the N64 make this game worth purchasing for its graphics alone. A huge amount of options and game modes, excellent sound effects and music, plus the game's brilliant character creation options make this a game that will even appeal to those who don't really like wrestling.

## Next Month...

Next month will probably be the most important month ever for Nintendo, as they plan to release **Zelda 64** to an eagerly awaiting mass of N64 gamers. We'll have the full review on what could be the best Nintendo game ever! **WCW Revenge**, **Earthworm Jim 3D**, and **Top Gear Overdrive**, will also make a Christmas appearance as well. Whatever you do, don't miss out on our cheat book and Turok 2 solution we'll be strapping onto the cover of every copy of N64 gamer as it'll make your holiday gaming break complete. We'll hopefully have our hands on a completed version of **Southpark 64!**





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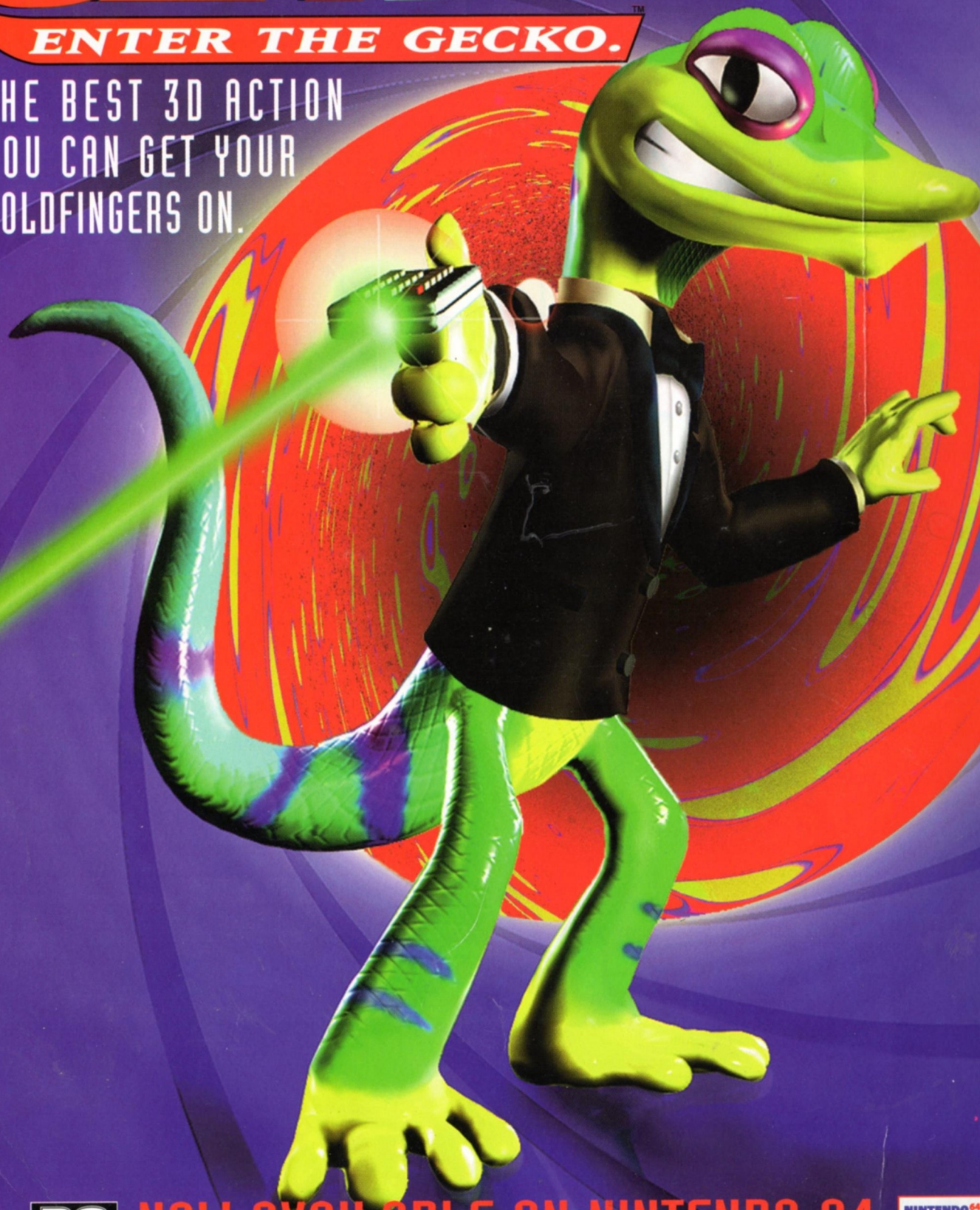
NINTENDO 64



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